

BRIDGE IN CANADA

COMPILED BY

W. FORSYTH GRANT

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PREFACE

THERE is little in this treatise on Bridge which is original. It has been compiled, by the courtesy of others, in the endeavour to bring before players in Canada some opinions of the best recognised writers in England and the United States, on the many points of controversy on the proper play under certain conditions. It must be remembered that the best writers differ on some points, and where these differences exist I have tried to give the opinion generally accepted by good players.

I am indebted to the editors of "The Field," "New York Bridge," the authors of "Dalton's Complete Bridge," Elwell's "Practical Bridge," "Hellespont," and "Modern Bridge" by "Slam"; and their publishers, Messrs. De la Rue & Co., Messrs. Longmans, Green, & Co., Messrs. C. Scribner's Sons, Messrs. F. Stokes & Co., and the West Strand Publishing Co., for their great kindness in giving me permission to publish in Canada almost everything that is printed in this book. The

chapter on inferences is taken largely from Mr. Dalton's clever brochure, "Inferences at Bridge," published by the West Strand Publishing Co.

I have given more space, than is ordinarily allotted, to the notes on the etiquette of the game, because I wish to drive home, and confidently recommend, the attention of the tyro to them. It is as easy to acquire, and hard to get rid of, bad form in this kind of amusement as in any other. Bridge is much too good a game to be jeopardised by what, *vulgice*, is sometimes termed "table manners," and a beginner should never forget what is due to others, and should ever recognise that a quiet question as to the play of a hand just concluded, will bring a kindly, gentle answer from any good player. Every really good player is ready, even anxious, to help a novice, and to give his reason for any particular play, whether successful or not.

W. FORSYTH GRANT.

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BRIDGE IN CANADA

THE LAWS OF BRIDGE

DRAWN UP BY A JOINT COMMITTEE OF THE PORTLAND AND
TURF CLUBS IN 1904; WITH CASES AND DECISIONS
BY THE COMMITTEE OF THE PORTLAND CLUB

*Printed by kind permission of Messrs. de la Rue & Co., Ltd.,
Bunhill Row, London*

The Rubber.

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game are counted.

4. Each trick above six counts two points when Spades are trumps, four points when Clubs

are trumps, six points when Diamonds are trumps, eight points when Hearts are trumps, and twelve points when there are no trumps.

5. Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trumps are thus reckoned:—

If a player and his partner conjointly hold:—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds:—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours eight times the value of

the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—e.g., two points in Spades and six points in Diamonds; and the value of honours is in no way affected by any doubling or re-doubling that may take place under Laws 53-60.

7. Honours, when there are no trumps, are thus reckoned:—

If a player and his partner conjointly hold:—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds:—

The four aces, he and his partner score for honours one hundred points.

8. Chicane is thus reckoned:—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane

is in no way affected by any doubling or re-doubling that may take place under Laws 53-60.

9. Slam is thus reckoned:—

If a player and his partner make, independently of any tricks taken for the revoke penalty:—

I. All thirteen tricks, they score for Grand Slam forty points.

II. Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player and his partner are added up, one hundred points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting honours, Chicane, or Slam be proved, such mistake may be corrected at any time before the score of the rubber has been made up and agreed.

Cutting.

14. The ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

Formation of Table.

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Cutting Out.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

Entry and Re-entry.

22. A candidate, whether he has played or not, can join a table which is not complete by declaring in at any time prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those can-

didates who have neither belonged to nor played at any other table have the prior right of entry; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player joining one table, whilst belonging to another, loses his right of re-entry into the latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

Shuffling.

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must

neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last: but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

The Deal.

34. Each player deals in his turn; the order of dealing goes to the left.

35. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact

place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards. There is no misdeal.

A New Deal.

39. There must be a new deal:—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If any card be faced in the pack.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.
- IV. Should the last card not come in its regular order to the dealer.
- V. Should a player have more than thirteen

cards, and any one or more of the others less than thirteen cards.

- VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that card, the dealer can, by altering the position of one card only rectify such error, he may do so.
- VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer or his partner may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time to decide as to a fresh deal, the privilege is not thereby lost.

42. If the dealer, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

44. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

45. Any one dealing out of turn, or with the adversaries' cards, may be stopped before the last card is dealt, otherwise the deal stands good, and the game must proceed as if no mistake had been made.

46. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

Declaring Trumps.

47. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played

without trumps. If he exercise that option, he shall do so by naming the suit, or by saying, "No Trumps."

48. If the dealer does not wish to exercise his option, he may pass it to his partner by saying, "I leave it to you, partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

49. If the dealer's partner make the trump declaration without receiving permission from the dealer, the eldest hand may demand:—

- I. That the declaration so made shall stand.
- II. That there shall be a new deal.

But if any declaration as to doubling or not doubling shall have been made, or if a new deal is not claimed, the declaration wrongly made shall stand. The eldest hand is the player on the left of the dealer.

50. If the dealer's partner pass the declaration to the dealer, the eldest hand may demand:—

- I. That there shall be a new deal.
- II. That the dealer's partner shall himself make the declaration.

51. If either of the dealer's adversaries makes

the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

Doubling and Re-Doubling.

53. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The eldest hand has the first right. If he does not wish to double, he shall say to his partner, "May I lead?" His partner shall answer, "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has declared the trump shall have the first right. He may say, "I re-double," or, "Satisfied." Should he say the latter, his partner may re-double.

56. If the dealer or his partner elect to re-double, their adversaries shall have the right to again double. The original doubler has the first right.

57. If the right-hand adversary of the dealer double before his partner has asked, "May I lead?" the declarer of the trump shall have the right to say whether or not the double shall stand. If he decide that the double shall stand, the process of re-doubling may continue as described in Laws 55, 56, 58.

58. The process of re-doubling may be continued until the limit of 100 points is reached—the first right to continue the re-doubling on behalf of a partnership belonging to that player who has re-doubled. Should he, however, express himself satisfied, the right to continue the re-doubling passes to his partner. Should any player re-double out of turn, the adversary who last doubled shall decide whether or not such double shall stand. If it is decided that the re-double shall stand, the process of re-doubling may continue as described in this and foregoing laws (55 and 56). If any double or re-double out of turn be not accepted, there shall be no further doubling in that hand. Any consultation between partners as to doubling or re-doubling will entitle the master of the trump or the eldest hand, without consultation, to a new deal.

59. If the eldest hand lead before the doubling be completed, his partner may re-double only with the consent of the adversary who last doubled;

but such lead shall not affect the right of either adversary to double.

60. When the question, "May I lead?" has been answered in the affirmative, or when the player who has the last right to continue the doubling expresses himself satisfied, the play shall begin.

61. A declaration once made cannot be altered.

Dummy.

62. As soon as a card is led, whether in or out of turn, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

63. After exposing Dummy, the dealer's partner has no part whatever in the game, except that he has the right to ask the dealer if he has none of the suit in which he may have renounced. If he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

64. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from

Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

65. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

66. A card once played, or named by the dealer as to be played from his own hand or from Dummy, cannot be taken back, except to save a revoke.

67. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

68. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

69. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, without incurring any penalty.

Exposed Cards.

70. If, after the deal has been completed, and before the trump declaration has been made,

either the dealer or his partner expose a card from his hand, the eldest hand may claim a new deal.

71. If, after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he would otherwise have been entitled to exercise; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

Cards Liable to be Called.

72. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

73. The following are exposed cards:—

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

74. If either of the dealer's adversaries play to an imperfect trick the best card on the table,

or lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

75. Should the dealer indicate that all or any of the remaining tricks are his, he may be required to place his cards face upwards on the table; but they are not liable to be called.

76. If either of the dealer's adversaries throws his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

77. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

78. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner has the lead.

79. If a player, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

80. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

81. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

82. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries.

83. In no case can a player be compelled to play a card which would oblige him to revoke.

84. The call of a card may be repeated until such card has been played.

85. If a player called on to lead a suit have none of it, the penalty is paid.

Cards Played in Error, or Not Played to a Trick.

86. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

87. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

88. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play

of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have, meanwhile, made.

The Revoke.

89. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

90. The penalty for a revoke:—

- I. Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his existing score—or add the value of three tricks to their own score.
- II. Can be claimed for as many revokes as occur during the hand.
- III. Is applicable only to the score of the game in which it occurs.
- IV. Cannot be divided—i.e., a player cannot add the value of one or two tricks to his own

score and deduct the value of one or two from the revoking player.

- V. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam, or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

91. A revoke is established, if the trick in which it occur be turned and quitted—i.e., the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, leads or plays to the following trick.

92. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

93. At the end of the hand, the claimants of a revoke may search all the tricks.

94. If a player discover his mistake in time to

save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced.

95. If the player in fault be the dealer, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the dealer's adversaries have played to the current trick; but this penalty cannot be exacted from the dealer when he is fourth-in-hand, nor can it be enforced at all from Dummy.

96. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

97. A revoke cannot be claimed after the cards have been cut for the following deal.

98. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must

be decided by the actual state of the score after the penalty is paid.

99. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand; each is punished at the discretion of his adversary.

Calling for New Cards.

100. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.

101. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

102. If either of the dealer's adversaries, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

103. Should the partner of the player solely entitled to exact a penalty, suggest or demand the enforcement of it, no penalty can be enforced.

104. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

105. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

106. A bystander, by agreement among the players, may decide any question.

107. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

108. Once a trick is complete, turned, and quitted, it must not be looked at (except under Law 88) until the end of the hand.

DUMMY BRIDGE

Is played by three players.

The player who cuts the lowest card deals first, and has the Dummy throughout the first rubber; the player who cuts the next lowest card has the Dummy for the second rubber.

The dealer can make any of the ordinary Bridge declarations on his own hand, or he can leave it to the Dummy, in which case he must look at the Dummy without exposing it, and must make the declaration as follows:—

- I. If Dummy holds three or four aces, he must declare No Trumps.
- II. If Dummy has not three aces, he must declare his numerically longest suit.
- III. If Dummy has two or three suits of equal length, he must declare the strongest, reckoned by addition of the pips, an ace counting eleven, and each of the other honours ten.
- IV. If Dummy's equal suits are also of equal strength, reckoned as above, then the most valuable of them must be declared.

The adversaries can double as at ordinary Bridge, and the dealer has the right of re-doubling, although he has seen two hands; but he may not

look at his own hand again before deciding whether to re-double. The hand is then played as at ordinary Bridge.

When either of his opponents deals, the player of Dummy must look first at the hand which has to lead, and must double or lead to the first trick before looking at his other hand.

The game can be played in either of the two following ways:—

- I. As soon as the first card is led, Dummy's hand is exposed on the table, and the game proceeds as at ordinary Bridge.
- II. As soon as the first card is led, both the Dummy's hand and the dealer's partner's hand are exposed on the table, and the hand is played Double Dummy.

When it is Dummy's deal, his partner looks at his own hand first, and makes the declaration or passes it precisely as in the case of his own deal, the only difference in the play being that the first lead is by the player on his right, and is consequently through his hand instead of up to it.

In all other cases the Laws of Bridge apply.

Double Dummy.

The rules are the same as in Dummy Bridge, with the following exceptions:—

The dealer deals for himself each time, never for his Dummy: and the hand on his left always leads first, and has the first right of doubling.

Neither player may look at more than one of his two hands before the first card is led, excepting in the case of the dealer when the call is passed to Dummy.

Either player is liable to the penalty of a revoke in his own hand, but not in his Dummy.

THREE-HANDED BRIDGE

Is played by three players, all against all.

The player who cuts the lowest card has the first deal, and plays the Dummy for that hand. The player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right.

When the first hand is finished, the player on the right moves into Dummy's place, and the player on the left (i.e., he who had cut the second lowest card) deals and plays the Dummy for that hand, and so on, until the completion of the rubber; the player on the dealer's right always moving into the vacant seat.

The rules for declaring, leading, and doubling are the same as at Dummy Bridge.

When the dealer wins the odd trick or more, the value of such trick or tricks is scored by him precisely as at ordinary Bridge; but when he loses one or more tricks, the value of it or them is scored to each of his opponents *above* the line, instead of below it.

Under no circumstances do the dealer's opponents score anything below the line. Honours are scored as at ordinary Bridge; and when they are against the dealer they are scored to each opponent equally, however they are held.

The game is thirty scored below the line, as at ordinary Bridge, and the player who first wins two games wins the rubber and adds one hundred to his score; but the fact of one player winning his first game does not affect the scores of the other two—they still win in anything that they have scored below the line to count towards the next game.

The rubber consists of four games; but when two games have been won by the same player, the other or others are not played.

At the conclusion of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player are added up, one hundred points are added to the score of the winner, and the difference between this score and that of each of his opponents is the number of points won from, or lost to, each of them separately by the winner of

the rubber. The difference between the scores of the two losers is also paid by the third player to the second.

ETIQUETTE OF BRIDGE

THE following rules belong to the established Etiquette of Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

It is to be borne in mind that, from the nature of the conditions under which the game is played, acts may be so done, and words so spoken, as to convey a very distinct intimation to a partner. To do so is to offend against the most important of the proprieties of the game.

Declarations ought to be made in a simple manner—e.g., by saying, "I make Hearts trumps;" "There are no trumps;" or, "I leave it to you." There ought to be neither intimation of doubt in, or reason for, making this declaration. Nothing ought to be done or said by the declarant which may afford an indication or intimation of the hand which he holds, or draw attention to the state of the score.

A player should avoid any unnecessary hesitation in passing the trump declaration to his partner, or giving any well-marked indication of doubt or perplexity.

Similarly, a player who has the first right of doubling or re-doubling, on behalf of a partnership, ought not to decline to exercise that right, and so pass it to his partner, after any unnecessary hesitation, or after giving any well-marked indication of doubt or perplexity.

Any one, having the lead and one or more winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

A player who has looked at his cards ought not to give any indication by word or gesture as to the nature of his hand, or call the attention of his partner to the score of the game.

A player who desires the cards to be placed, should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander, who professes himself uninterested in the game and able to decide, a disputed question of facts: as to who played any particular card—whether honours were claimed though not scored, or vice versa—etc., etc.

It is unfair to revoke purposely; having made

a revoke, a player is not justified in making a second in order to conceal the first.

The second paragraph of these Rules of Etiquette expresses forcibly and succinctly some of the proprieties of Bridge which are frequently forgotten. How often, when a player hesitates as second-in-hand, (distinctly, almost invariably, giving his partner information he should not give) does he remember he is playing unfairly? Or, immediately after seeing his cards, without even sorting them properly, says "I leave it to you, partner." Or draws the attention of his partner to the score without being asked. These are the more common forms of breaking this rule; still, there are players who do not bear in mind in other ways the force of the words, "Acts may be so done and words so spoken, etc."

To uphold the game the laws should be carried out: by all means let the game be played strictly; still, it is not in the best interests of the game that a penalty should be exacted in every case, when no advantage has been gained. High authorities write very plainly on etiquette, and it may be well if their words are weighed.

Mr. Dalton says, "Let the proper penalty be always exacted for an offence by which an advan-

tage can be gained, but do not allow an element of sharpness to be imparted into it—the element by which a player tries to obtain an undue advantage, owing to some trivial irregularity on the part of his opponents, which cannot affect the result of the game. It has been written by many writers, and cannot be repeated too often, that Bridge is essentially a game for gentlemen; the laws were framed for gentlemen playing with gentlemen, and should be interpreted in a liberal spirit, not in a captious one."

"Modern Bridge" by "Slam" says, "The one weak point about Bridge is the difficulty often experienced to avoid giving your partner any information as to your hand otherwise than by correct play, or by doubling.

"A player who deliberately takes advantage of this weakness is not a fit person to play Bridge, and should be rigorously ostracised.

"The laws of the game have been most thoughtfully and carefully drawn up, and practically meet all reasonable requirements; while to have attempted to provide against every possible transgression of the unscrupulous would have been an insult to the general body of players."

Mr. Elwell is equally outspoken; he says, "The laws of Bridge have been drafted to provide against possible injustice, and have not been framed, as many imagine, to legislate against

collusion and intentional unfair play. Every player is credited with the highest motives, and any irregularity of the play should be regarded as due to inadvertence. You owe it to your partner, your adversaries, and yourself, to correct any irregularity in the game, and to insist that only cards properly played shall influence its outcome."

A breach of etiquette should be avoided as a point of honour, there being no penalty.

The most imperative law for success at Bridge is an unwritten one, "Keep your temper." Every really good player I have met obeys this law strictly. Admittedly, it is not easy to graciously watch an odd trick, or several tricks, thrown away. Nor is it easy to become a fine Bridge player; but strict attention to the game, and consideration for others are habits that will largely conduce to becoming a fine player.

CASES AND DECISIONS

EDITED BY MR. DALTON

THE following list comprises all the decisions of any importance which have been given by the Committee of the Portland Club since the Revised Code came into force on January 1st, 1905.

In all cases the table is considered to be constituted as under:—

	B (Dummy)	
Y		Z
	(Dealer) A	

A is always the dealer, and *B* the Dummy. *Y* is the eldest hand, and leads to the first trick.

Case I.

As soon as the declaration is made, *Z*, thinking that it is his turn to lead, asks, "Shall I play?" Is *Y* debarred from doubling?

Decision.—No. There is nothing in the rules to debar him from doubling. [LAW 57.]

Case II.

AB win nine or ten tricks, and one of their opponents revokes. Can they, by taking three tricks from their opponents and adding them to their own, score the Small or Grand Slam?

Decision.—No. See Law 9, which expressly states that the Slam must be made "independently of any tricks taken for the revoke penalty."
[LAW 9.]

NOTE.—*The penalty for a revoke can never affect*

the question of Slam in any way, except that "under no circumstances can the revoking side score Grand Slam or Little Slam on that hand." (Law 90, Section V.) (ED.)

Case III.

When a player, in making the declaration, says, "Hearts—I mean Diamonds," is he entitled to so amend his declaration, or is he bound by Law 52, which enacts that "a declaration once made cannot be altered"?

Decision.—If the first declaration is obviously a misnomer, and is amended in the same breath, he is entitled to correct it; but the correction must be made in the same breath.
[LAW 52.]

NOTE.—The three foregoing cases are questions of very common occurrence, which are constantly being sent up for adjudication, and it is highly desirable that all players should be conversant with the ruling on these three particular points.
(ED.)

Case IV.

A Heart is led, and the second and third hands follow suit. The fourth hand, holding both the red aces, plays the ace of Diamonds in mistake for the ace of Hearts, gathers the trick, and turns and quits it. The opponents at once object that he did not win it,

and the trick is turned up and the error discovered. Is the fourth hand responsible for a revoke?

Decision.—No. The turning and quitting of a trick, by a player who has not won it, does not constitute a revoke. [LAW 91.]

Case V.

Is Dummy entitled to tell an adversary who has taken up an exposed card that it must be left on the table?

Decision.—No. Dummy is not entitled to take any part in the game, excepting to ask his partner whether he has a card of a suit in which he has renounced. [LAW 63.]

Case VI.

The Dummy, seeing the opponents taking up a trick won by his partner, objects that the trick belongs to his side. Is he entitled to do so?

Decision.—Yes; he is entitled to do so. [LAW 63.]

NOTE.—*The Dummy is not entitled to take any part whatever in the play of the hand, nor to call attention to any irregularity on the part of his opponents; but he has just as much right as any one else to call attention to, or to correct, an irregularity in the score. When all four players have played to a trick, the "play of the hand" is*

over as regards that trick, and the gathering of the trick, and placing it on his own packet, by the player who has won it, is only an established custom for the purpose of keeping the score correctly; consequently the Dummy has a perfect right to speak. (ED.)

Case VII.

The dealer led in error from Dummy's hand instead of from his own, and the second hand played to the trick. The dealer then claimed the right to replace the cards and to lead from his own hand. Could he do so?

Decision.—No. After the second hand has played to the trick, the dealer cannot correct the error. It is at the option of the opponents, who may either allow the lead from the wrong hand to stand, or require the dealer to lead from the right hand. [LAW 81.]

Case VIII.

At the end of the play of a hand it is discovered that Dummy has only one card left, while one of the adversaries has three, the other players having two each. Does the deal stand, or must there be a fresh deal?

Decision.—There must be a fresh deal.

[LAW 39, Section V.]

Case IX.

A leads a suit of which the Dummy has one only.

Z covers with a winning card before Dummy or his partner has played. Can A call upon Y to win the trick, or, if he has not one of the suit led, to trump it?

Decision.—A can call upon Y to win, or not to win the trick. [Law 86.]

Case X.

Y wins the eleventh trick. A, the dealer, throws down his two last cards, the ten and seven of Diamonds, making no claim, and thinking that he has lost them. Y shows his cards, the king and nine of Diamonds, and A then says, "I win one of those tricks, as you cannot call my cards." Y says, "You abandoned your hand, and cannot pick it up again." Which is right?

Decision.—A is entitled to claim one trick, as there is no penalty against him for exposing any or all of his cards. [Laws 69 and 77.]

NOTE.—If the hands had all been thrown down, Law 77 would come in, and A would not then be entitled to claim another trick. (Ed.)

Case XI.

The dealer declares No Trumps. At the eleventh trick it is discovered that Z has four cards and Dummy only two. The dealer and Dummy are both absolutely certain that Dummy

had originally thirteen cards. The opponents say that they do not know whether he had twelve or thirteen. The dealer says that he played two cards from Dummy's hand by mistake, and that Z omitted to play to the trick; but he cannot state at which trick this occurred. Does the deal stand good, or not?

Decision.—There must be a new deal.

[LAW 39, Section V.]

NOTE.—*This is practically the same point as Case VIII. (ED.)*

Case XII.

Laws 49 and 50 indicate a certain penalty which may be enforced by the eldest hand only. In the event of the eldest hand, either through inattention or through ignorance of the law, failing to exact the penalty, is it allowable for his partner to call his attention to the omission in some such form as, "Are you going to exact the penalty?"

Decision.—No. [LAWS 49, 50, and 103.]

Case XIII.

The dealer declared No Trumps, and towards the end of the hand the Dummy was found to be one card short, each of the other three holding his correct number. (The missing card was found in the other pack.) Does the deal stand?

Decision.—The deal stands; but the Dummy is not responsible for any revokes which he may have made. [LAWS 43 and 68.]

Case XIV.

At the twelfth trick the dealer led the ace of Spades; the second and third hands followed suit; but, before the fourth hand played, the second hand threw down his last card. What is the penalty? Can the dealer call upon the fourth player to win or not to win the trick?

Decision.—There is no penalty.

Case XV.

Is it open to either of the dealer's adversaries to point out, and to claim the penalty for, a revoke made by the dealer?

Decision.—Yes.

Case XVI.

Under Law 70, may the claim for a new deal be made by the eldest hand after he has looked at his cards?

Decision.—Yes. He is entitled to look at his cards before deciding whether he will claim a fresh deal. [LAW 70.]

Case XVII.

A Bridge table was formed and a rubber played. During the progress of the second rubber I entered the room and declared into the

table, but was stopped by the announcement that the table was full, as, although only one other player was present, the sixth had declared his intention of returning, and could retain his place and cut in again at the end of the rubber, if he arrived in time. I may say that the sixth man had left the room and the building, having, in fact, gone to the barber's for a shave. Was he entitled to retain his place under the circumstances?

Decision.—Yes, he was entitled. The fact that he had left the room, or even left the club premises, had no bearing on the question, provided that he returned in time to cut for the next rubber.

Case XVIII.

No Trump hand. The dealer, with six Diamonds—ace, king, queen, 4, 3, 2—leads out ace, king and queen, but fails to drop the knave, one of the adversaries revoking. The knave is played to the fourth round; but the dealer, not noticing it, appropriates the trick. At the end of the hand the dealer claims two by cards, but Dummy points out that he has appropriated a trick won by the other side. The dealer then searches the tricks, and claims a revoke. To whom does the trick belong, and is the revoke established?

Decision.—The trick belongs to the dealer's adversaries; and the revoke cannot be claimed, as the Dummy has drawn attention to it. [LAW 63.]

Case XIX.

B deals, and declares No Trumps. *Y* immediately puts his cards down, face upwards, on the table, and claims a fresh deal, on the ground that it was *A*'s turn to deal. This is admitted; but *B* says that the claim is too late, and *Y*'s cards are all exposed, and liable to be called. *Y* designates this as sharp practice; but *B* argues that for *Y* to wait until the declaration was made, knowing all the time that he was dealing out of turn, is a much worse offence. Which is right?

Decision.—The Committee do not adjudicate on questions of sharp practice. As a matter of Bridge law, the deal stands, and *Y*'s cards are all technically exposed, and liable to be called. [LAWS 45 and 73.]

Case XX.

In the last trick but four a player revoked. No claim was made by the opponents. The cards were collected, and were being shuffled, when an outsider called attention to the revoke, before the cards were cut for the next deal.

On this, one of the opponents claimed the revoke, and the revoking player admitted that he had done so.

Question 1: Is it contrary to etiquette for the opposing players to make the claim?

Question 2: Is the claim good?

Decision.—Question 1: The Committee do not adjudicate on questions of etiquette.

Question 2: The claim is good.

[LAWS 97 and 105.]

NOTE.—*The claim is undoubtedly good, if demanded, but the outsider who called attention to the revoke is liable, under Law 105, to be called upon to pay all stakes and bets on the rubber.*
(ED.)

Case XXI.

Can a player, during the progress of a hand, inform his partner of the state of the game, either by a direct quotation of the score, or by a remark, such as, "Two tricks will give us the game, partner"?

Decision.—There is no rule dealing with the point. In the "Etiquette of Bridge," appended to the Laws, it is provided that a player ought not to call the attention of his partner to the score of the game.

Case XXII.

One of the dealer's adversaries led out of turn.

The dealer said, "I can call a suit for that, can't I?" The adversary said, "No, you cannot." The dealer's partner said, "You certainly can." The adversaries then refused to allow the penalty, on the ground that the dealer's partner had no right to speak. Was the dealer's partner justified in speaking, seeing that it was a question of rule and not of play; or ought he to have waited until the end of the hand, and objected then? If he had waited until the end of the hand could he have claimed the penalty for a revoke on the ground that his partner had been prevented from exercising his just right?

Decision.—The dealer was entitled to exact the penalty as laid down in the rules, his partner not having called attention to any incident in the play of the hand in respect of which a penalty might be exacted; nor had he suggested or demanded the enforcement of a penalty. The dealer's right to enforce a penalty is not extinguished by his partner expressing an opinion on a point of Bridge law which is being discussed by the other players. At the end of the hand no penalty could have been exacted in any case. [LAW 63 and "ETIQUETTE."]

Case XXIII.

The following case was submitted, with a lengthy adverse criticism of Laws 39, 43, 62, 68, 69, 87, and 88:—

Diamonds trumps. A ruffed the third round of Hearts from Dummy's hand. At the conclusion of the hand, Y said, "Where is that missing Heart?" and he took up the tricks collected, and exposed them, four by four, on the table. Only twelve Hearts were found, and then the missing one was discovered in the other pack. The Dummy had been playing with only twelve cards.

How could the adversaries claim a revoke which was not on the table? If the missing Heart had been there, and the adversaries had allowed Dummy to ruff the third round, the spirit of Law 68 would have been followed, and the dealer would have been justified in arguing, "You allowed me to revoke with a Heart on the table, and therefore the deal stands good."

Decision.—The Committee are of opinion that the laws quoted are clear and satisfactory, and they are not prepared to consider their amendment. As to the case submitted, the deal stands (Law 43); and there is no penalty for a revoke (Law 68).

[LAWS 43, 68 and 80.]

NOTE.—*The adversaries are quite as much to blame as the dealer, for allowing the Dummy to play with only twelve cards, and they must not grumble at having to suffer the consequences of their own negligence. (ED.)*

Case XXIV.

Before A, the dealer, has made any declaration, B says, "I leave it to you, partner." A pauses, to give Y time to object. Y is silent. A then makes the declaration which he would have made if B had not spoken, viz., "Hearts." Z objects, and claims a fresh deal; but Y, his partner, says, "No; the deal shall stand." Is it open to A to claim that, as Z has claimed a new deal, which he is not entitled to do, the deal is void?

Decision.—The deal stands, and also the declaration made by A. [Law 50.]

NOTE.—*In this case the whole thing was wrong from the beginning. First, B made a mistake in speaking out of turn. Then A had no business to make a declaration. He ought to have asked Y, the eldest hand, what he proposed to do, and Y could have demanded, under Law 50:—*

- I. *That there should be a fresh deal.*
- II. *That B should himself make the declaration.*

If Y refused to exact any penalty, as he practically did, the game would proceed as though no mistake had been made. A could either make a declaration himself, or pass it back again to B. Y was not justified in waiting until A made a declaration, and then deciding whether to demand a fresh deal or not. Directly Z spoke, the right to exact a penalty was lost altogether, under Law 103. (Ed.)

Case XXV.

Can a player declare Spades without having at least one Spade in his own hand?

Decision.—Yes.

Case XXVI.

Is Dummy entitled to call his partner's attention to a revoke by the opponents, either during the play of the hand or afterwards?

Decision.—Dummy is not entitled to call his partner's attention to a revoke at any time. Should he do so, the right to exact the penalty is lost. [Law 63.]

Case XXVII.

Is there any rule in existence imposing a penalty for a revoke while playing Double Dummy? The revoke occurred in the hand which was not exposed on the table.

Decision.—A player at Double Dummy is liable to the penalty for a revoke in his own hand.
See Laws of Double Dummy.

Case XXVIII.

Is there any penalty for looking at a trick turned and quitted?

Decision.—There is no penalty; but it is an offence against the etiquette of the game.

[LAW 108.]

Case XXIX.

What is the rule (if any) with regard to putting the six tricks together in "a book"?

Decision.—There is no rule. It is only a matter of convenience.

Case XXX.

Each player has three cards left. No Trumps declared. Y leads a Diamond, B heads it, Z plays void. A, the dealer, plays a Club, and immediately puts his two remaining cards on the table, the king of Diamonds and the king of Clubs. Is the revoke established, bearing in mind the fact that the cards were not turned and quitted? The two cards were placed on the table by the dealer together—not verbally claimed, but obviously intended to be claimed.

Decision.—The revoke is established. [LAW 92.]

NOTE.—*The putting down his last two cards by the*

dealer, even though they are not claimed as being winners, is tantamount to playing to the next trick, and therefore the revoke is clearly established. (Ed.)

Case XXXI.

In gathering up his cards, the eldest hand accidentally drops one upon the table, face upwards; the dealer declares No Trumps, and calls upon the eldest hand to lead the exposed card. Is he entitled to do so?

Decision.—Yes. [LAW 71.]

NOTE.—If the card had been dropped by the other adversary, the dealer could have called upon the eldest hand not to lead the suit of the exposed card. (Ed.)

Case XXXII.

Can the younger hand claim a revoke?

Decision.—Yes.

Case XXXIII.

A deals, and he and both his opponents look at their cards. B, who was a little slow in taking up his hand, before doing so claims that Y, the eldest hand, has picked up his cards. The claim is admitted. What should take place? The dealer has neither made any declaration nor passed the call to his partner.

Decision.—There should be a fresh deal.

Case XXXIV.

Score: *AB*, love; *YZ*, 6. *AB* declare Hearts, and win four by cards; but *A* revokes. *YZ* say, "You cannot score game, having revoked; therefore your score remains at 28, and we add the value of three tricks to our score, making us game." *AB* argue that they cannot do that, as it is inflicting a double and divided penalty. Which side is correct?

Decision.—*YZ* are right. [LAW 90.]

Case XXXV.

At Dummy Bridge, *A* deals and leaves it to Dummy, who has to declare Spades. *Z* doubles. Is *A* entitled to re-double?

Decision.—Yes; but he may not look at his own hand again before deciding whether to re-double. ["DUMMY."]

Case XXXVI.

If the dealer exposes a card which was not faced in the pack, is it necessary to have a fresh deal?

Decision.—It is not necessary; but either of the adversaries may claim a fresh deal, provided that he has not looked at any of his own cards. [LAW 40.]

Case XXXVII.

The dealer passes the declaration to Dummy,

who declares Diamonds. After the usual question and reply as to doubling, the player on the dealer's right leads out of turn. Should he then expose his hand before the dealer exacts the penalty?

Decision.—Yes. [Law 62.]

Case XXXVIII.

All the tricks have been played except the last two rounds, the dealer lays his two last cards down on the table, claiming the two remaining tricks. Both opponents, instinctively and in good faith, follow his example and lay their cards on the table, when it is found that the dealer could only win one of the two tricks claimed. Can the dealer claim both the tricks because the opponents have abandoned their hands? Is it fair to claim tricks which were not earned?

Decision.—By Law 77 the dealer's claim cannot be questioned after the opponents have abandoned their hands; but the Committee consider that it would be very unfair to claim tricks which could not possibly have been won. [Law 77.]

Case XXXIX.

One of the dealer's adversaries accidentally placed his thirteen cards, in one packet, face upwards on the table, the bottom card being fully

exposed, but no face portion of any other card being visible. Were they all exposed cards, or could only the one actually exposed be called?

Decision. Only the card of which the face was visible could be called. [Law 73.]

NOTE. —*This is a very old case, and a case of considerable importance. The same thing occurred, some forty years ago, at Whist, and it was then referred for arbitration to the late Mr. James Clay, who decided that all the thirteen cards were technically exposed, and that they could all be called. This ruling has held good ever since, and the full penalty has from time to time been exacted by certain ultra-sharp players, notwithstanding the fact that it is directly opposed, not only to the spirit and the letter of the law, but also to all the best interests of the game of Bridge. This decision has now been reversed, and, for the future, only the one card actually exposed will be liable to be called. (Ed.)*

Case XL.

Towards the end of the hand the dealer says, "The rest are mine." One of his opponents requires him, under Law 75, to place his cards on the table. He does so, but claims that he can take them up again into his hand to play them. Is he entitled to pick

them up again, or must they be played from the table?

Decision.—He is not entitled to pick them up; they must be left face upwards on the table and played from there, but they cannot be called. [LAW 75.]

Case XLI.

1. *A* is waiting in the card-room, when six other members, who have agreed outside to form a table of their own, enter the room. Can *A* claim to form one of the table, and insist on one of the six cutting out?

Decision.—Yes.

2. *A* is waiting in the card-room, when four other members enter. Can *A* claim to play in the first rubber, and demand that the four newcomers cut?

Decision.—No; they must all cut.

3. *A*, *B*, and *C* are waiting in the card-room. Two other members enter. Have *A*, *B*, and *C* a right to play in the first rubber, and do the two others cut to decide which shall play?

Decision.—No; they must all cut.

4. *A* and *B* are waiting. Six other members enter. Have *A* and *B* any preferential rights?

Decision.—*A* and *B* have a right to belong to the

first table; the other six cut among themselves, and the four lowest belong to and complete the table. The six thus left in cut again to decide who shall play in the first rubber; the two highest are out, and the remaining four have to cut once more for partners.

5. Four members are playing, and one is sitting out. Another member enters, and, after looking on for a few minutes, goes away without declaring his intention of joining the table. Another member enters, declares into the table by tapping, and then leaves the room. Soon after he has left, the member who first came in returns and sits down by the table. The member who declared in then returns. On the completion of the rubber, two players cut out, and the others are about to cut for partners, when the member who did not declare in claims that he has a prior right to play, as he was in the room before the man who declared in by tapping. Which of them is in?

Decision.—The member who declared in has the prior right.

6. Four members are playing, and one is sitting out. A sixth declares in and leaves the room, but returns before the rubber is completed. Meanwhile, another member has come

in and claims the right to cut in because the sixth member had left the room. Who is in?

Decision.—The sixth man is in.

NOTE.—The first four sections of this question are governed by Law 17. The difficulty appears to have arisen from the expression in that Law: "those first in the room having the preference." This preference refers to the right to belong to the table, and does not carry with it any right to play in the first rubber without cutting. The above decisions are in accordance with the strict letter of the law; but, as a matter of custom, the strict letter of this particular law is not usually enforced. At the Portland, and at most other London Clubs, it is the custom to allow all the members in the room to cut at the formation of a new table, quite regardless of the order in which they may have entered the room, or of the fact that some of them may have been waiting for a considerable time.

Section 5 is practically the same point as that decided previously in Case XVII. (ED.)

Case XLII.

The dealer leads from his own hand, and plays a card from Dummy before the second hand has played. Has the fourth hand a right to play before the second hand?

Decision.—No; but should he do so, the dealer cannot exact the penalty under Law 86.

Case XLIII.

At Dummy Bridge, the dealer declared No Trumps. The eldest hand, holding ace, king to six Hearts, led the king; the Dummy hand was exposed, showing queen and one other Heart, and the small Heart was played to the first trick. The eldest hand then led the ace of Hearts, and pushed forward Dummy's queen, thereby exposing another small Heart which had been entirely covered up by the queen. Could the eldest hand demand that the queen should be played to the second trick, or that there should be a fresh deal?

Decision.—No, to both questions.

Case XLIV.

Can a player call for new cards at the end of a hand, or of a game, or must the rubber be completed with the same cards?

Decision.—Any player, on paying for them, can call for new cards at any time previous to the pack being cut for the deal. The next dealer has the choice of cards. [Law 100.]

Case XLV.

The dealer leads the ace of Clubs, Spades being trumps. Dummy has three Clubs; but the

dealer plays a Diamond from Dummy's hand, and neither of the opponents notice the mistake. The dealer turns and quits the trick. Should the Dummy call his partner's attention to the mistake, and is the dealer liable for any penalty?

Decision.—The Dummy should have spoken at the time. After the trick is turned and quitted the mistake cannot be rectified. There is no penalty in any case. [Law 95.]

Case XLVI.

Y has won the last trick. Y and Z lead a card simultaneously to the next trick. Can the dealer call a suit from Y?

Decision.—No. Z's card is exposed, and Y's lead remains good. The dealer cannot call a suit. [Law 80.]

Case XLVII.

At the end of the hand the dealer has only one card left, each of the other players having two. The missing card is found in the other pack. Does the deal stand?

Decision.—Yes. The deal stands, and the dealer is responsible for any revokes which he may have made. It is immaterial where the missing card was found, or whether it was ever dealt. [Law 43.]

Case XLVIII.

Z leads a Diamond. A, the dealer, plays a Spade; the Dummy says, "Having no Diamond, partner?" and A discovers that he has a Diamond, and saves the revoke, leaving the Spade on the table. At the next trick another Diamond is led, and Z says, "Having no Diamond, play the exposed card." Dummy objects on the ground that there is no penalty. Is Dummy entitled to speak?

Decision.—Yes.

NOTE.—*It has been decided before that Dummy is entitled to speak on questions of Law.*

Case XLIX.

A deals, and his partner, B, picks up his cards at once, and says "I leave it." A declares No Trumps.

1. Is B's "I leave it" a declaration out of turn?

2. If so, what penalty can be exacted?

Decision.—It is a declaration out of turn. The eldest hand may demand a new deal, or may allow the game to proceed, and A's declaration to stand. [LAW 50.]

Case L.

Upon hearing the declaration, the eldest hand

inquires "May I double?" Is he then entitled to double, or may his partner do so if he wishes?

Decision. Whatever the intention of the eldest hand may have been, his question does not take away the privilege of doubling either from him or from his partner, nor does it oblige him to double unless he wishes to do so.

Case LI.

dealt and left it to his partner, who, holding all four aces, let his feelings get the better of him, and put his cards down on the table, and then declared No Trumps. The adversaries claimed a fresh deal under Law 70. Is this correct?

Decision. --No. The declaration stands.

Case LII.

When a player leads out of turn, and the dealer calls a suit, is the penalty thereby paid, or does Law 72 entail the further penalty of the card led being left on the table as an exposed card?

Decision. --Only one penalty can be exacted. The card led out of turn can be picked up, and cannot afterwards be called. [LAW 80.]

Case LIII.

A deals and declares Hearts, holding ace, king,

queen, 9, 4, 3, and Dummy puts down 7, 6, 5, 2. On getting the lead, A leads the ace of trumps, Y plays the eight, Dummy follows suit, and Z renounces, and at once claims Chicane, and marks 16 above the line, in the cognizance of all the players. A follows with the king of trumps, Y plays the knave, and Z again renounces. A looks puzzled, and says, "I have missed the ten of trumps somehow." Z says, "I have it; it was hidden behind another card. I must cancel that 16 for Chicane," and proceeds to do so. At the end of the hand, before the dealer says anything, the Dummy says, "We have two revokes to score." Z contends that under Law 63, the dealer cannot exact any penalty. Dummy argues that, as every one knew of the revoke, and it was acknowledged, his remark was immaterial.

Decision.—Z's objection is good. No penalty can be enforced. [Law 63.]

Case LIV.

At the ninth trick of a No Trump hand, the dealer has five winning Diamonds, and, as he has won all the preceding tricks, he can make a Grand Slam. One of the adversaries revokes in Diamonds, and the dealer sees that if the card is played to the next trick

he will win no more tricks, and will lose the 40 points for Grand Slam; in fact, it does not suit him to allow the revoke. Is he entitled to insist on the missing Diamond being played to the current trick?

Decision.—Yes. He is entitled.

NOTE.—*This decision is governed by the last clause of the "Etiquette of Bridge," which enacts that it is unfair for a player to revoke purposely. It is always open to the dealer, should such a case occur, to insist on the missing card being produced, on the ground that, if neither of the opponents holds it, the pack must be imperfect. (Ed.)*

Case LV.

Hearts are trumps, and there are three tricks still to be played. Neither A (the dealer) nor Y have any trumps left; B (the Dummy) has knave and two small ones, and Z has ace, king, nine. It is Y's lead. Z turns his hand over, showing all his cards to every one at the table, and says, "The rest must be mine"; but he still holds his cards in his hand and does not abandon them. A claims that all Z's cards are exposed, and that he can call them as he likes, and can so win another trick. Is he right?

Decision.—No; the cards cannot be called.

NOTE.—*This is merely upholding the old Whist decision by "Cavendish," which has been so frequently quoted, that a "lowered" hand cannot be called. The term "lowered" applies to a hand which is held so low that one or all of the other players can see every card in it, but which is not abandoned, nor is any one card of it detached from the others. Both "Cavendish's" decision and the present one are based upon the ground that it would be quite impossible to say at what point of lowering a hand the cards would become liable to be called. If it were decided that any cards named could be called, there would be nothing to prevent a player looking over an opponent's hand and calling any cards that he was able to name, which would obviously be an impossible state of affairs.*

THE DECLARATION

To learn Bridge any one, with ordinary intelligence, can soon grasp the first principles of the game by reading carefully the Laws, which show how a table is formed, the method of scoring, etc., etc. A beginner will find that if he makes a practice of counting his hand at first, a very necessary thing to do, he will continue to do so without thinking specially about it. He should also read carefully the opinions of expert players; I have endeavoured to give the views of the best-known writers. Beginners, and perhaps the majority of players, will find that caution in making declarations is likely to be more successful than very bold declarations, usually termed "forward" declarations. The trump declaration is the test of a player's judgment; in making the decision he utilizes his experience and knowledge of probabilities, and, with attention to the score, knows when to be bold and when the score demands caution. Make the declaration to the full value of the hand, but never beyond it, unless forced to do so by the score in the third game of a rubber. Playing to the score cannot be too strongly insisted upon; it is the key to success at the game. Declare to the score, leave the declaration to your partner to the score, double to the score; it is useless to

try and play good Bridge unless you know the score. Learn to read the score as points required to win the game. Love-all read as 30 points; or three by tricks with No Trump, four by tricks with Hearts, five by tricks with Diamonds. Suppose the score to be 20 to 16 against you, read this as 10 to 14 required to win; or, that one trick at No Trumps gives your adversaries game, while you require two tricks; with Hearts each side requires two tricks; with Diamonds the adversaries require two tricks, you require three tricks. Above all, however, when the position is doubtful, make the trick that wins or saves the game, upon the first opportunity. If you cannot win the game it is of the utmost importance to prevent the adversaries winning it.

The dealer having picked up his hand has to judge, with what strength he may reasonably expect from his partner, whether he can declare No Trumps, a suit to be trumps, or pass the declaration to his partner. It is generally conceded that the dealer may hope that his partner holds an average hand.

A hand of average strength is one containing ace, king, queen, etc., down to two. Much of its trick-making power depends, however, upon the distribution of the cards into suits. Take these hands:—

S. 8, 7, 3.

H. 10, 9, 4.

C. Ace, king, 6, 2.

D. Queen, knave, 5.

S. 10, 9, 4.

H. Queen, knave, 5.

C. 8, 7, 3.

D. Ace, king, 6, 2.

	B.	
Y.		Z.
	A.	

S. Ace, king, 6, 2.

H. 8, 7, 3.

C. Queen, knave, 5.

D. 10, 9, 4.

S. Queen, knave, 5.

H. Ace, king, 6, 2.

C. 10, 9, 4.

D. 8, 7, 3.

If played without trumps, with either A, Y, B, or Z, making the declaration, the declarant's side will make the odd trick; whilst if played with any suit declared trumps, the side holding the long trump will make the odd trick; on the assumption that the play all round is orthodox and correct.

S. Knave, 10, 7, 5.

H. 4.

C. Ace, king, queen, 9, 3, 2.

D. 8, 6.

S. Queen, 8, 3.

H. Knave, 9, 5.

C. 7, 6, 4.

D. Ace, king, 10, 2.

	B.	
Y.		Z.
	A.	

S. Ace, king, 6, 2.

H. 10, 7, 3.

C. Knave, 8, 5.

D. Queen, 9, 4.

S. 9, 4.

H. Ace, king, queen, 8, 6, 2.

C. 10.

D. Knave, 7, 5, 3.

A deals and declares Hearts, when AB must make at least three by cards.

It is thus practicable for each player to hold all the cards necessary to constitute a hand of average strength, and yet for one side to make several additional tricks.

S. 8, 7.

H. 9, 5, 4.

C. Ace, king, 10, 6, 2.

D. Queen, knave, 3.

S. 10, 9, 4, 3.

H. Queen, knave.

C. 8, 7, 5.

D. Ace, king, 6, 2.

B.		S. Ace, king, 6, 5, 2.
Y.	Z.	H. 8, 7, 3.
A.		C. Queen, knave.
		D. 10, 9, 4.

S. Queen, knave.

H. Ace, king, 10, 6, 2.

C. 10, 4, 3.

D. 8, 7, 5.

Were A to declare No Trumps AB would make five by tricks, as it is clear that Y must open with the two of Diamonds.

This hand illustrates the great advantage the player of the Dummy has. If Y could see Z's hand, YZ would, without trumps, make the odd trick, instead of losing five by cards.

A good general rule for the guidance of the dealer, or his partner, is that when he has a good hand, that is a hand considerably above the aver-

age, he should make the game as expensive as possible; and conversely, when he has a bad hand, or a hand below the average, he should make the game as cheap as possible. The dealer should always declare No Trumps at the score of love when he can see a possibility of winning the odd trick, and a possibility of winning the game with the assistance of an average hand from his partner; that is the point to be remembered always, that an average hand from his partner is a contingency on which he is entitled to speculate. If his partner has a bad hand he will probably lose. Still, if one never risks a loss one will never win at Bridge, waiting for a certainty is certainly not a winning game

No Trumps.

When holding four aces the dealer should declare No Trumps almost invariably, not always. In addition to the great strength four aces give to the playing hand, they score 100 as honours. However, with a hand holding seven Hearts or more, headed by, say, ace, knave, ten or nine, with one ace single, the better declaration at the score of love would be Hearts not No Trumps. The winning of the game with Hearts as trumps would be practically a certainty, whereas if No Trumps were declared there would be a great danger of one of the other suits being brought in by the adver-

saries. It must be remembered that if you hold a suit of seven or more, the adversaries will most probably have an equally strong suit numerically; also that with seven of one suit it is almost seven to one against the other six cards being equally divided, and two to three that one player holds only one card of your long suit, therefore, with one ace single in dealer's hand, the leader with a long suit and a card of re-entry might easily win the odd trick. With Hearts trumps there would be a loss in the honour score; but the winning or losing of the rubber involves a gain or loss of 200 points, and it would be right to give up the loss of 68 or 84 points for the certainty of winning the game, especially if it was the last game of the rubber.

Holding three aces in his hand, the dealer should never pass the declaration in the early stages of the game. If he has no suit strong enough to declare trumps with a nearly certain prospect of game, then No Trumps is the correct call for the dealer or his partner. A bare three-ace hand in itself is a weak one, but it gives the power to stop the adversaries hand in three suits, and to bring in any long suit which he may be fortunate enough to find in his Dummy. If the Dummy has a bad hand there is certain to be loss; but a three-ace hand always presents possibilities, and on those possibilities the forward declaration should be

made. It is well to bear in mind that as with four aces, so with three aces, an ace single, or singly guarded, is not great strength in a suit, for if that suit happens to be your opponents' you have so early to part with the command of it, while if it is your partner's suit you may not be able to put him in with it, or only once, and that may not be sufficient to establish it.

But if the dealer has a suit strong enough to declare trumps either Hearts or Diamonds he should do so. Ace, queen, knave or ten, and two other small Hearts with two other aces, Hearts would be a better declaration than No Trumps at love-all. So would Diamonds with six, headed by ace, king, knave or ten, be a better declaration than No Trumps at love-all, even though the hand contained two other aces.

Two aces and a king and queen to five, or even four, of a third suit is sufficient strength to justify a declaration of No Trumps by either the dealer or his partner. But it must be borne in mind that in case of having no strong suit of your own, you want to be in a position to put your partner in with his suit, whatever it may be, should he happen to have one.

When holding an ace and three kings, all of them fairly guarded, a declaration of No Trumps is justifiable from either hand.

When holding ace, king, queen to five or more

Diamonds, Clubs or Spades, and another ace, a declaration of No Trumps is quite justifiable on the part of the dealer. Possibly a player, with the declaration left to him, might hesitate to declare No Trumps with such a hand, unless either his long suit or his other ace is a red one.

One ace and two king, queen suits, all fairly guarded, with but little else in the hand, justifies a declaration of No Trumps.

At No Trumps an ace may be regarded as a certain trick; it is nine to four on a properly guarded king making a trick, and five to four against a properly guarded queen. The dealer has, by playing Dummy, with an average hand, the advantage of one trick. Taking a properly guarded queen as an even chance to make a trick, and the reasonable assumption that his partner holds an average hand, a queen in addition to a hand of average strength and three suits properly guarded gives sufficient strength for a sound No Trump declaration at the score of love-all.

No Trumps may be declared from a hand strong all round, although it contains no ace; it is, perhaps, an extreme measure, but there are occasions when an extreme measure must be resorted to. For instance, holding king, knave, and another in each suit, a No Trump declaration would be justifiable; more than this, with such a hand there is no alternative for either the dealer or his partner

but to declare No Trumps. The same may be said with a hand holding three kings well guarded, with queen, knave, and others in the fourth suit, at least two of the kings should have queen or knave behind them. Many good players, however, consider that without an ace, to declare No Trumps it is necessary to hold four kings and four queers; but it must be remembered that when the dealer has no ace in his hand, the odds are nine to two on his partner holding one or more, and only six to four against his partner holding two or more. Two aces in his partner's hand will turn the two hands we are supposing the dealer to hold, into very fine No Trump hands, and one ace will fortify either immensely, therefore, it is not a case of running an enormous risk for the dealer or his partner to declare No Trumps without an ace.

The foregoing examples of the No Trump declaration apply principally to the dealer's score being at love. When near the end of the game, it may frequently be more advisable to make a suit trumps. Declare to make game. Do not lose a good chance of making game for the possible chance of a great score. On the other hand, should your opponents be near game, say, eighteen or more, having already one game to their credit, then a No Trump declaration, even upon a weaker hand than any of the foregoing, is quite justifiable

on the part of either the dealer or his partner, provided there is a reasonable probability of their making game.

The Robertson Rule.

For beginners, the Robertson Rule is sometimes advocated. It gives by figures a minimum strength for a justifiable No Trump hand. An ace counts 7, a king 5, a queen 3, a knave 2, a ten 1; when the value of the honours is 21 or over, the hand is supposed to be good enough for a No Trump declaration, provided that the hand holds one ace and that the court cards are divided in at least three suits, and are properly guarded; that is, that an ace or a king has at least one guard, a queen at least two guards and a knave three guards. Without an ace, at love-all the hand should count 25. The book, by Messrs. Robertson and Hyde Wollaston, first published in India, explains this rule very fully. Hellespont has also worked out a formula by which he values ace, king, queen in one suit as 15 points; ace, king, knave, ten in one suit as 14, etc., etc., down to queen, knave, ten as worth 5 points. Mr. Bergholt recommends that aces be counted as 10, kings as 6, queens as 4, knaves as 2, tens as 1, and if the total result is 30 or more, and three suits are protected, that No Trumps should be declared. I cannot recommend these systems; a better plan for a

beginner to learn the value of a hand is by calculating, if he must have figures, whether his hand contains four certain, or nearly certain, tricks, which with three tricks in Dummy's hand, a fair assumption, will give him the odd trick. Besides, there are hands which by the Robertson Rule count up to 21, and yet would be very risky hands at love-all; for instance, two aces, two queens, and a ten count 21; three kings, three queens and a ten count 25; both legitimate No Trump hands with the score heavily against one, but certainly not, to my view, at love-all, justifiable No Trump hands.

Make the last mentioned hand a little stronger, suppose it to be: Hearts, king, queen, 10, 2; Diamonds, king, queen, 10, 2; Spades, king, queen, 10, 2; and one small Club; this hand has strength in three suits and counts 27. What is the proper declaration? I take it few, if any, good players, except Messrs. Robertson and Hyde Wollaston, would declare No Trumps. It is too good to declare Spades; it is too good to pass; I should make it Hearts; still, I should be very sorry to assert that Hearts is the correct declaration.

Hearts.

When a hand is not strong enough for No Trumps, the dealer should consider whether the hand is strong enough to declare Hearts. A good

Heart hand is a very sound declaration, but there is no greater pitfall in Bridge than a doubtful or light Heart declaration. As it has become a recognized fact that fairly light No Trump declarations pay in the long run, so it has become clearly established among the best players that to declare Hearts without reasonable justification is the high road to Bridge perdition. All recognized authorities are most positive as to the strength requisite to declare Hearts. The dealer or his partner should declare Hearts:—

When holding any seven Hearts.

When holding any six Hearts that include an honour.

When holding ace and king to five Hearts, or king, queen and knave to five Hearts.

When holding four honours in his own hand.

When holding (1) ace to five Hearts; (2) king and queen to five Hearts; (3) queen, knave and ten to five Hearts; (4) king and knave to five Hearts, and, in addition, in each case, one highly probable trick outside the trump suit.

When holding (1) ace and king to four Hearts; (2) ace, queen and knave to four Hearts; (3) five Hearts to an honour, and in addition, in each case, two highly probable tricks outside the trumps.

What is meant by a highly probable trick is an ace, or king and queen, or two guarded kings;

even two guarded queens; or queen, knave and ten and one other of a plain suit, should be considered as one highly probable trick. With less strength than any of the above, the dealer should not declare Hearts at the score of love-all. It should be remembered that when the dealer declares Hearts, he is at once assuming the offensive, and making the game as expensive as possible short of a No Trump hand. If he elects on his own responsibility to make the game expensive, surely the chances of success ought to be strongly in his favour.

With increased strength in plain suits, a Heart declaration may be justified upon even a weaker trump suit than any of those I have mentioned. A plain suit of high cards in sequence affords great support to a trump suit declaration. Or when one, or possibly two, tricks in Hearts will make him game, the dealer's partner, upon the declaration being passed to him, should often declare Hearts upon but moderate strength, if he holds some considerable strength in other suits, this is especially the case when the opponents are well advanced towards winning the rubber. For instance, should the opponents be one game up and 18 in the second game, the dealer's side being 22, the dealer's partner upon the declaration being passed to him should declare Hearts with such a hand as:—

Hearts: ace, 10, 9, 8.

Diamonds: king, 4, 3.

Clubs: queen, knave, ten.

Spades: knave, ten, 4.

Such a passed declaration as the foregoing, upon such moderate trump strength, applies, under similar conditions, to any suit when one, or perhaps even two, tricks in that suit will make game for the declaring side.

The weak player will often declare No Trumps at some considerable risk, when he has an equally good chance of making game, with practically no risk, upon a Heart declaration. This is a mistake to be carefully avoided. Holding:—

Hearts: ace, king, queen, 9, 4.

Diamonds: 10.

Clubs: ace, king, 8, 5.

Spades: ace, king, 3.

Hearts should be declared upon such a hand, at any stage of the game; the risk of finding a very strong Diamond suit against a No Trump declaration should not be incurred.

Diamonds.

As previously stated, there are many points on which good players differ, and declaring Diamonds at love-all is one, and an important one, from the opportunity so often occurring.

Many good players never make an original Diamond declaration at the score of love, unless they have an exceptionally strong hand, as ace, king to eight, or ace, king, queen to six. This appears to be mere prejudice. On the other hand, many equally good players declare Diamonds on the same strength on which they declare Hearts.

It must be remembered with Diamond declarations that there are two other declarations more profitable if the dealer leaves the declaration to his partner: No Trumps or Hearts; and there are two other declarations much less profitable, Clubs or Spades. Theoretically, it is nearly an even chance that the dealer holding a strong Diamond hand, (five, with three honours, and some strength in other suits, say two honours), if he passes, may find his partner declare No Trumps or Hearts; but my experience has been that passing with such a hand, it is long odds that Clubs or Spades will be declared. With the hand I have mentioned, I invariably declare Diamonds at the score of love-all, and, without hesitation, believe such a declaration a correct one.

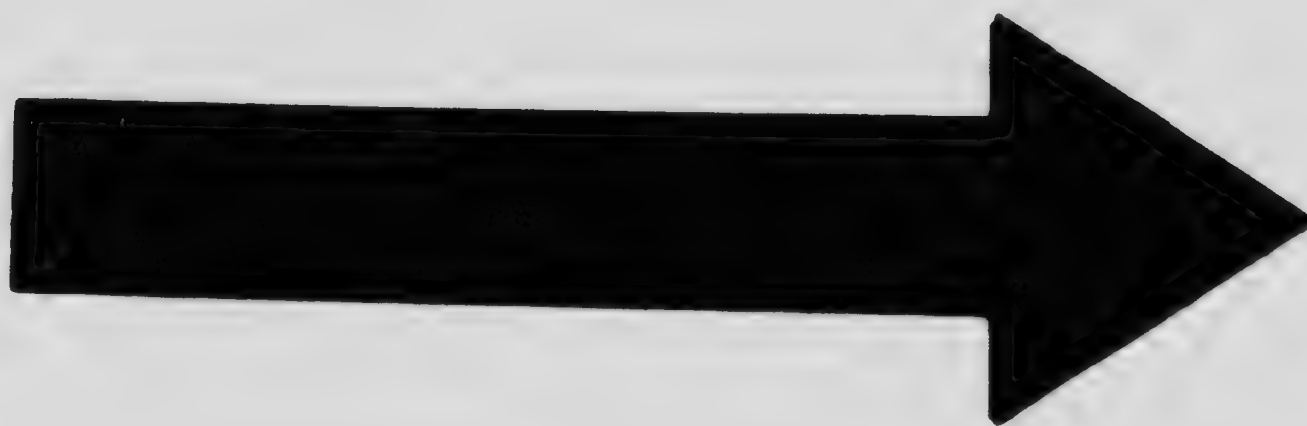
Many persons consider a Diamond declaration unlucky. I have found it a lucky one. In the event of declaring Diamonds, with decided strength in Diamonds, and only a couple of honours in other suits, if Dummy holds a strong No Trump hand,

the dealer has a chance of game, and is certain to make a good score; in the event of finding a weak No Trump it may make a good score with the help of strong Diamonds as trumps, while as a No Trump hand it would probably result in loss. Passing the declaration with a strong Diamond hand is asking your partner to hold a strong No Trump or overwhelming Heart hand. Is it worth the risk? I think not.

Taking this strong view on a point on which there is considerable difference of opinion, it is proper, perhaps, to give the views of writers who are recognised experts. I have, therefore, condensed into a few sentences the opinion of Messrs. Dalton, Elwell, Hellespont, and "Modern Bridge," which is "that Diamonds at love-all is a bad declaration unless holding four or five honours, or, when a game ahead, with a hand holding five Diamonds with three honours by which, with partner holding an average hand, at least two by cards can be made with certainty; and that even then it is better to be shy of declaring Diamonds.

"When love to 24 in first game, having lost the first game and nothing scored on the second game, when nothing on the rubber game—Diamonds should not be declared—the declaration should be passed."

Even with such undoubted authorities against me, I believe it will be found that the prejudice,



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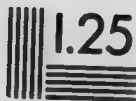
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1.1



1.25



1.4



1.6



1.8



2.0



2.2



2.5



2.8



3.2



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or dislike, against declaring Diamonds at the score of love-all, will not stand the test of experience. It is five to one against the dealer making game on his deal, and when there is a reasonable chance of scoring in the aggregate 30 or over (as the dealer most assuredly has with five Diamonds headed by three honours and two honours in other suits) it is, I consider, a good commencement to a game, and a chance not to be thrown away for the very problematical possibility of scoring 36 or 32 below the line by passing the declaration to his partner, be the game 1st, 2nd, or 3rd of the rubber.

Mr. Foster gives the average value of a deal as 21, from statistics of 1,000 deals published in the *New York Sun*, and if these are correct they serve to strengthen, with, be it remembered, the opinion of many undoubtedly good players, the advice to declare Diamonds with five headed by three honours, and two honours in other suits, or hands equally strong not justifying No Trumps or Hearts.

Clubs.

Of all hateful hands the dealer can hold at love-all, a strong Club hand, with nothing besides, is, I think, the worst. If one holds ace, king; or ace, queen, knave to six Clubs, the temptation to leave the declaration to your partner is a great

one, on the chance of his holding a No Trump hand, and to leave the declaration, on a chance, is throwing away nearly a certainty of making the odd trick, two by tricks, or more, if your partner has an average hand. For the chance of making game or a high score I do not think it wise to throw away what is nearly a certainty of making 8 points below the line, always an advantage. With six or more Clubs headed by ace or king with two other honours, and nothing else in the hand, I think the dealer ought to declare Clubs as a Bridge axiom, though the declaration of Clubs at love-all is not popular in Canada. What usually happens with a strong Club hand and no strength in the other suits is that if the dealer declares Clubs, his partner declares "Things," and if the declaration is left the partner declares Spades. Rather perturbing in any event.

Authorities generally describe the black suits at love-all as defensive declarations. If the No Trump declaration on a passed hand did not exist, there is no doubt the dealer ought to declare Clubs with great strength in that suit, but there is always a possibility with such a hand of a No Trump declaration, in which case the strong Club suit becomes of great value, and the game will probably be won. This is a chance a great many expert players consider worth taking, and they never declare Clubs, when dealers, as an aggressive measure.

Still, I regard a very strong Club suit as an aggressive measure, because, though it is impossible to make game, unless doubled, it is an aggressive measure to make 8 or 12 points, or more, below the line. It must also be remembered that undoubtedly good players of long experience, whose skill no one can gainsay, declare Clubs at love-all, holding great strength in that suit. It is simply a question whether a player belongs to that section which is content with a certainty of 8 or 12 points below the line, or to the other, and bolder section, which will take any risk to score game at once, and which maintains that defence is the province of the Dummy.

Hellespont made this trial:—

In 200 deals the dealer was given the following cards: seven, four of Spades; nine, eight, five of Hearts; queen, ten, eight, six, two of Clubs; and ten, seven, four of Diamonds, and the results were as follows:—

With Clubs declared originally, the trick loss amounted to 1,180 points, or 5.9 per deal, and the honour gain to 880 points, or 4.4 per deal. The net loss per deal by declaring Clubs was, therefore, 1.5 points. By leaving the declaration the trick loss amounted to 1,568 points, or 9.34 per deal, and the honour gain to 598 points, or 2.99 per deal. The net loss per deal by leaving it was, therefore, 6.35 points.

Spades.

Holding a very weak hand, evenly divided, which contains no card above a ten, the dealer should declare Spades, as he is not likely to win a single trick with his own cards, whatever his partner declares, and it is too much to expect his partner's hand to beat the two adversaries absolutely unaided. That the dealer should make a purely defensive declaration is not allowed by very forward players, but it would seem a sound argument that the dealer should not pass the declaration on a hand so weak that to hear his partner declare Spades would be a positive relief to him. It is advocated by some players that the safest and best way to measure the strength upon which to pass the declaration is to follow the Robertson formula; namely, that if the hand counts less than seven it is safer for the dealer to declare Spades. The view that, I think, is now more generally accepted is that if the dealer holds one probable trick, that is an ace, or a king properly guarded, or even a queen properly guarded, he should pass the declaration.

There can be no doubt that a defensive declaration is the most advantageous one, holding a hand, evenly divided, with no court cards in it; and a strong point in favour of the dealer declaring Spades upon a worthless hand is, that a player who makes a practice of doing so informs his

partner, when he passes the declaration, that his hand is not entirely without value, and this knowledge is often of great assistance.

Declaration Passed.

When the declaration is passed to Dummy he has no option, he must make a declaration of some kind, and his first consideration should be whether he has a hand for attack or defence.

Badsworth sums up this situation very concisely in these words, "If he determines to attack, dare he declare No Trumps? If he feels obliged to defend, must it be a Spade?"

An exposed No Trump hand, that is, a hand which has to be laid down on the table, it is generally considered (not by all good players) should have the value of a trick more in it than a hand that is held up.

There are two reasons for this: first, because the opponents will be able to see exactly what the declaration has been made upon, and will attack the hand in its most vulnerable point at the first opportunity; and, secondly, because the opening lead will be through the hand, not up to it, a very important consideration.

For instance, a singly guarded king is a very useful card in the dealer's hand at No Trumps; as, if the opening lead is in that suit, one trick, at least, and an early entry, is a certainty, but when

the guarded king is led through, it becomes of little use unless the ace happens to lie behind it.

Failing a No Trump hand, Dummy has to consider whether he is strong enough to declare a red suit. There is great difference of opinion on what constitutes sufficient strength for Dummy to do this. Some players consider Hearts or Diamonds may be declared with the same strength that would justify the dealer in declaring Hearts. Others, equally good players, consider that Dummy should not declare a red suit unless very strong in one red suit and with good protection in the other.

On the other hand, some players consider four Hearts or Diamonds headed by two court cards is sufficient strength for Dummy to declare a red suit; their argument being that the dealer having passed, has said that he does not hold a No Trump hand or a hand that is very strong in red suits; but there is no reason to suppose that the dealer does not hold some good cards in the red suits and an average hand; Dummy holding say, king, knave, and two other cards in Hearts or Diamonds, has more than an even chance, seven to six in his favour, to find the ace, queen, or ten, in the dealer's hand; and one of these three cards will make the declaration a strong one, provided Dummy has some strength in the other suits, and an even chance is a fair one at Bridge. Probably it is a question of the score. At love-all I should

not hesitate to declare a red suit with the strength I have mentioned; or with the score at 22 or 24 to the adversaries' score of under 14.

With the adversaries' score at 14 or over, no doubt a Heart declaration would be unsound, though, if the dealer was a good player, and did not mind a gamble, the risk might be taken.

Dummy so often has to decide on No Trump, Spades, or a red trump with only four, that to a beginner I should advise a defensive declaration, Clubs or Spades. An experienced player can form his own judgment.

DOUBLING

At No Trumps.

At No Trumps experienced players do not double a declaration by the dealer unless holding, as leader, a very strong hand, seven of a suit headed by ace, king, queen; or six of a suit headed by ace, king, queen, knave, and at least an ace, or a king and queen of another suit. Many players would be quite content not to risk a re-double by the dealer, for it must not be forgotten that doubling is not final,—there may be a re-double, and unless they hold seven certain tricks players do not

make a practice of doubling. Still, many other players consider six certain tricks and one probable trick a justifiable double. The leader should also double to the score with only six certain tricks and the chance of his partner making a trick, perhaps, in the view of some, a remote chance, for the probabilities are that the dealer holds the remaining strength and will so regulate the discards as to make sure of the remaining seven tricks. However, if some risk is not taken, when a fair chance offers, not much is likely to be won at Bridge. By doubling to the score, I mean when the dealer is 18 or over, and the leader's score is under 18; that is, the dealer only requires one trick of 12 points to make game and if he wins twenty-four it is only an extra 12 points which do not affect the game; or if the dealer's score is 4 or under, and the leader's score under 18, and he holds six certain tricks; the dealer cannot make game and the doubler's partner may be able to win one or two tricks.

When the leader doubles No Trumps on one long suit and is re-doubled by the dealer he ought not to re-double again unless he holds at least seven absolutely certain tricks. Even if the leader holds seven of one suit headed by ace, king, queen, knave, it is quite possible that five of the remaining six cards may be in one hand against him, and when the declarer, being a

sound player, re-doubles, the inferences point strongly to their being so placed.

Heart and Weak Suit Conventions.

When third-in-hand doubles at No Trumps, under the Heart Convention, which is nearly universal on this continent, the leader is obliged to lead his Hearts from the highest downwards, whatever he may hold. This convention limits doubling by third-in-hand to great strength in Hearts, or to holding the ace of Hearts and six tricks in another suit. The system more generally followed in England is known as the "Short Suit" or the "Weak Suit Convention." Under it the leader has to open with the highest of his numerically weakest suit, provided that the suit does not contain an ace, a king, or a queen, the supposition being that an established suit is held by the leader's partner.

The Heart Convention, though the recognised rule in Canada and the United States, is not considered by some players in these countries as the best; nor is the Weak Suit Convention considered by all players in England as the best. I once heard an Englishman, a fine player, say that he thought that the phrase "Weak and Weak," i.e., the Weak Suit Convention and the weak discard, was often uttered simply because players liked to hear "weak and weak" roll round their tongues. There being so much difference of opinion, I have

ventured to quote a most interesting letter written by Mr. Cunningham some years ago to the *Saturday Review*. Mr. Cunningham's analyses tend to prove that the Short, or Weak Suit, Convention is the better one. He says:—

“Playing in the Short Suit Convention the third hand should not double unless he has ace, king, queen, and four others at least of a suit. This gives him a practical certainty of winning the odd trick if the suit is led, and makes it probable that the suit will be led. His partner is guided in his choice of suits by knowing that no suit in which he has an ace, king, or queen is right.

“The relative advantages of the Heart Convention and Short Suit Convention can be best discussed as a matter of mathematical probabilities. A player using the former can only double if he has an ace of Hearts either included or in addition to his long suit. A long suit of seven, with ace, king, queen, under these conditions is only obtained once in six hundred times, but when it does occur he will almost certainly obtain the odd trick (that is eleven times in twelve). The dealer, however, is not so likely to declare No Trumps with an ace in addition to a whole suit against him, and, practically, the chance is still more remote.

“The doubler's long suit will be Hearts only once in nine hundred times. Once in eight hundred times he will be justified in doubling with

ace, king, queen, and three of a suit, with the ace of Hearts; but in one in five of these times the suit will be blocked by an adversary.

"Summarising: on twenty-four hundred occasions he can double four times with an eleven to one chance of winning, and three times with a four to one chance, or seven times in all.

"On the other hand, if the Short Suit Convention is played, the opportunity of doubling—i. e., having ace, king, queen, and four others of a suit—occurs once in a little over two hundred times, or nearly twice as often as under the Heart Convention. It is not quite so safe, but the risk of a wrong lead is small, because in twelve cases where No Trumps are thus doubled, ten cases will find the leader with one, two, or three of the suit, and eight cases will find him with only one or two. Then, bearing in mind that the leader must not choose a suit in which he has an ace, king, or queen, it is clear that almost certainly in eight cases, and probably in ten, the right suit will be led. If led, it is eleven to one that the doubler will win the odd trick.

"Summarising: on twenty-four hundred occasions he has an opportunity of doubling twelve times, and though in only eight of these times can he be almost certain of winning, he has a very fair probability in two more. In the two other cases he probably loses, as his partner has either none or more than three of his suit in sequence.

"I think most players will agree that the adoption of the Short Suit Convention is worth the risk; but, to double, the third hand must have ace, king, queen with four of a suit."

The suggestion has been made that when the dealer declares No Trumps, and third-in-hand doubles, the Heart Convention should be followed; and when the declaration is made by Dummy, and third hand doubles, the Weak Suit Convention should be followed. This convention has never, to my knowledge, been played in Canada; and I do not know that it has ever been tried by any set of recognised good players, though the suggestion appears to have merit.

Doubling a Suit Declaration.

Doubling a suit declaration made by an experienced player is not to be recommended except under exceptional circumstances. The would-be doubler should realise the possibility of being re-doubled, and of his partner not holding a single trick. It must be remembered that the player who doubles informs the dealer as well as his partner of his strength, and this information is said to be worth one trick at least to the dealer. It must be remembered, also, that the dealer's partner has the option of re-doubling as well as the dealer. The dealer's partner, provided he knows the dealer to be a sound declarer, should always be on the

look-out for an opportunity to re-double when an original red suit has been declared. When he holds three probably certain tricks in two suits, he should re-double without much regard to the trumps in his hand, and trust his partner to make four tricks on his original declaration.

A very good hand to double on is one that contains, besides a long trump suit, another long suit headed by ace, king, queen.

As Dummy often has to declare a red suit on less strength than is advisable for the dealer to declare a red suit, Dummy can be doubled with less strength than is necessary for doubling an original declaration.

Spades are much more frequently doubled than a red suit, on account of Spades being invariably the declaration of a weak hand; still, the would-be doubler ought not to forget that a re-doubled Spade has the same value as a Heart declaration; and that the declarer's partner may have a good all round hand, although not good enough for an expensive declaration; unless the doubler is fairly certain that he can win the trick on a re-double, the better game is not to double, except, of course, when the score demands a double.

When the original leader doubles a suit declaration he should lead a trump; unless, perhaps, having a suit of winning cards, he wishes to open

with one and see the exposed hand, but there is always the chance of its being ruffed.

When third-in-hand doubles a suit declaration the leader should at once lead his highest trump, whether the declaration has been made by the dealer or by Dummy. The leader should give up all the strength in his hand to his partner, his partner, by doubling, takes upon himself the responsibility of gaining the odd trick and must, if the double is sound, want to know the best trump the leader has, and to have trumps lead the first round. Some authorities consider that holding ace, king and others of a plain suit, the king of that suit should be led first to show strength in that suit, and then highest trumps; still there is always danger of a plain suit being ruffed the first round. Of course, if the leader has the misfortune to have as a partner one who he knows doubles on an unsound basis, he may conclude that it is wiser not to lead a trump up to the declarer, but that is not playing the game.

ORIGINAL LEAD—NO TRUMPS

IN the words of the Emperor of Japan to his people: "To maintain simplicity in manner, to practice self-control, and to study co-operation"

is, I am certain, advice that may be given to Bridge players with advantage.

Now is the time to hesitate if the leader or dealer wishes to do so. The dealer should, after the original lead has been played, and Dummy's hand has been exposed, be in no hurry. It is right that he should take a little time to make up his mind how he should play the combined hands—how to keep a re-entry for each hand, if necessary; whether to cover an honour if led, etc., etc. But, and it is a big but, from the moment the dealer plays a card from Dummy, there should be no hesitation on the part of any player. No sudden movement, no exclamation. It is far better to play badly than to play unfairly; and hesitation during the play of a hand is frequently tantamount to unfair play, and always irritating to all players.

The original lead is a wide and comprehensive subject, for it includes the lead in No Trumps, in No Trumps doubled, in suit declarations, in suit declarations doubled; and in all these the lead must vary, depending on the declaration being made by the dealer, or by his partner, and whether the declaration has been doubled by the leader or his partner—so much frequently depends upon the opening lead, and, as frequently, the leader has little to guide him. All he can do is his best, and he should not be disappointed when, after

leading a card which should help his partner with an ordinary hand, he finds another lead would have been more advantageous.

Authorities on Bridge agree or differ only very slightly as to the best leads at No Trumps.

The accepted leads at No Trumps which a player should have at his finger tips for defence against a sound declaration are:—

From a suit headed by:—

Ace, king, queen—lead king followed by queen.

Ace, king, with five others—lead king.

Ace, king, knave, with card of entry—lead king.

Ace, queen, knave—lead queen.

Ace, knave, ten—lead knave.

King, queen, knave and one more small card—lead king followed by queen.

King, queen, with five others, small—lead king.

King, queen, ten and three others—lead king.

King, knave, ten—lead knave.

Queen, knave, ten—lead queen.

Knave, ten, nine, or lower sequence—lead highest of sequence.

All other combinations—lead fourth best.

The Eleven Rule.

The lead of the fourth best is following what is termed the Eleven Rule; and may be explained at once.

When a player leads a card lower than the ten as his fourth best, if the value of the card led is deducted from eleven, the remainder gives the number of cards, higher than the one led, in the other hands.

For example, suppose an eight is played by the leader, his partner holds the ace and sees in Dummy the queen and small cards of the suit, he, the partner, should know at once that the dealer holds one card higher than the eight, and if he knows the proper leads at No Trumps that that one card is not the king or the nine.

Again, suppose the leader plays a seven and his partner holds ace, ten, and sees in Dummy, knave, nine and two others, the partner should know that he can safely finesse the ten if the knave is not played.

These two examples show plainly the information the lead of the fourth best gives, by a simple process of arithmetic, to third-in-hand, and, of course, to dealer also, when the accepted leads are known and followed. Whether this information, given to the leader's partner by the lead of the fourth best, counterbalances the oppor-

tunities it often affords the dealer of knowing where the whole suit lies, is questioned by many players.

As an advantage of knowing the leads thoroughly—suppose the leader to have led a king and the dealer holds ace, knave, and another in his own hand, and sees three small cards of the same suit in Dummy's hand, the dealer can safely win the first trick, as the third hand can hold only one of the suit and cannot return the suit through the dealer.

The Twelve Rule.

Another system that is called the Twelve Rule has been recommended; it is leading the third best instead of the fourth best at No Trumps. It gives the information that the leader holds two cards higher than the one led, and if the value of the card led is deducted from twelve, the remainder shows the number of cards held in the other hands higher than the one led. The lead of the third best may be more advantageous than the lead of the fourth best; but it is no use discussing the merits of the two systems, as the lead of the fourth best is the custom in Canada and not likely to be changed, at any rate for some time to come.

Short Suit Lead.

The fundamental principle guiding the original leader playing against a No Trump declaration, should be that his first lead should be from his strongest (that is his longest) suit, which he hopes ultimately to bring in. There are exceptions, however. If the leader finds himself with a hopelessly weak five-card suit, and holds at the same time a four-card suit containing three or four honours, the four-card suit is the better lead. Also, with a weak long suit and no card of entry, many experienced players open the highest card of a short suit, for choice a red one—for the reason that the dealer is not very strong in Hearts or Diamonds or he would have declared a red suit.

With such a hand as:

Hearts: knave, 9, 2,

Diamonds: 9, 6,

Clubs: 10, 7, 5, 4,

Spades: knave, 8, 5, 3,

the theoretically correct lead would be the three of Spades, but four Spades to the knave is a hopeless suit to lead from. The hand itself is perfectly hopeless from a trick-making point of view, therefore the leader should, in such a case, depart from the rule, and lead the card which is most likely to help his partner—with this hand it would be the knave of hearts. It is a very forlorn hope, but

sometimes it will retrieve an otherwise impossible situation.

This lead, however, is a dangerous one with a partner who knows that you must have one suit with four, and who cannot get it into his head, by any inference, that the lead was from a very weak hand, and that the leader is trying to give his partner all the strength there is in his hand.

There is also the danger that if a player obtains the reputation of making "shots" (as short suit leads at No Trumps are called) his partner may not attach the obvious meaning to average play under ordinary circumstances. Many undoubtedly good players now go as far as to lead a short suit rather than open a suit with four headed by ace, queen, or by king, knave.

Long Suit Lead.

Holding a long suit headed by ace, king, or ace, queen, knave, with an almost certain re-entry, (an ace, or king, queen of another suit) the quickest way to establish the suit is to lead the king, then the ace, followed by another in the first instance, and ace followed by queen in the second instance.

With a long suit to the ace, and no card of re-entry in another suit, the best method of making several tricks in it is to lead the fourth best, and to hold up the master-card (until the

third round if necessary) to bring in your suit when established. It is true that you may never make your ace, but by holding it up you stand a chance of making several tricks in the suit. This is an instance in which you should forego a certain trick (unless to save or win a game) for a possible three or four tricks.

Example of Holding up the Master-Card.

Original leader's partner holds:
King, 8, 6.

Dummy holds:
Queen, knave, 4.

Dealer holds:
9.

Original leader holds:
Ace, 10, 7, 5, 3, 2.

First round.—The original leader leads the five, his fourth best; Dummy plays the knave; the original leader's partner plays the king; and the dealer plays the nine.

Second round.—The original leader's partner returns the eight; the dealer discards, and the original leader allows Dummy to win the trick, for he knows his partner has one more card of his suit, which he must play should he get in, when the original leader will make four more tricks in the suit.

Should the original leader win the second round of the suit with the ace, Dummy will be left in command of it with the queen, so that although his partner has one more card of the suit, the original leader will never be able to bring it in.

The lead of the fourth best should be adhered to when holding a suit of five or six cards headed by the ace and king with no card of re-entry in another suit. In this case you run a possible risk of losing two certain tricks, the ace and king, but it you have a much greater chance of making several tricks in the suit, which you do, in all probability, if your partner gets in and can return your lead. If you lead out ace and king at once, you have only a very remote chance of making another trick in the suit.

Therefore, with a long suit of less than seven cards, headed by ace and king, and no card of re-entry in another suit, it will be found advantageous to assume that your partner has, at any rate, two cards of your suit, and a winning card in another suit to enable him to return your lead.

Returning the Lead.

The advisability of returning your partner's opening lead at No Trumps cannot be too strongly insisted upon. The only justification for not doing so is the exposure of great strength in Dummy, or having an undoubtedly better chance of sav-

ing or winning the game by taking another course.

A very common and disaster-bringing mistake among beginners is, that after winning the first trick in their partner's suit, they will persist in leading up to the exposed weakness in Dummy, and so possibly take out of the original leader's hand, before doing anything towards establishing his suit, the only card of re-entry he held.

Of all the terrible persecutions that a weak player has the power to inflict upon his partner at Bridge, that of not returning the original lead at No Trumps, when he ought to do so, is the most exasperating. You cannot expect to establish two or three suits against a No Trump declaration, and although your partner may not be leading from great strength in one suit with a card of re-entry in another suit, it is better to assume that he is doing so.

Do not be afraid, after winning the first trick, to return your partner's lead up to a certain trick or even two tricks in Dummy; if you do not return the suit, the dealer, at his own time, and after all danger of your partner establishing his suit has gone, will lead your partner's suit, either to place the lead in Dummy's hand for finesse in his own hand, or simply to make the winning card or cards; the only result being no further gain to you in that suit; whereas, if the suit had been re-

turned at once, your partner might have been able to establish it and make one or more tricks in it.

Never retain the best or master-card (or it is called) of your partner's original lead at No Trumps, unless you can see that you hold more cards of the suit than he does, or, holding the same number, that you do not wish to be led up to when the suit is exhausted. Suppose your partner leads a king and you hold ten, nine, and a small one, play the nine to the king and the ten to the second round, retaining the small one, so as to avoid blocking your partner's suit. Holding ace and one small one, play the ace on king or queen led, even, in the latter case, if king is in Dummy and has more than one small guard. With ace and two small cards, unless Dummy holds four, the ace should also be played to show the leader that it is not against him. Holding king with one or two small ones, play the king on your partner's queen. Holding queen with knave led by your partner play the queen, get out of his way somehow, even if doing so sometimes makes a card good in Dummy's hand.

Never finesse against your partner; that is, holding ace and queen, or king and knave, always play the highest and return the next highest; unless the exposed hand holds the king in the first instance or the queen in the second. Whatever

happens, the sooner you can help your partner to establish his suit the better.

ORIGINAL LEAD—SUIT DECLARATION

THE accepted leads with a suit declaration differ materially from the accepted leads with No Trumps; they are:—

From ace, king, queen, lead king followed by queen.

- “ ace, king and others, lead king.
- “ ace, king only, lead ace then king.
- “ ace, queen, knave, lead ace, then queen.
- “ ace, and one or more small ones, lead ace.
- “ king, queen, knave, and one small one, lead king.
- “ king, queen, knave, and two or more small ones, lead knave.
- “ king, queen, and others, lead king.
- “ king, knave, ten, lead knave.
- “ queen, knave and ten or nine, lead queen.
- “ knave, ten, nine or eight, lead knave.
- “ any other sequence lead the highest.

Short Suit Lead.

When the declaration has not been doubled and the leader holds two or three small trumps, without doubt the best lead is from a singleton, if you have one. Failing a singleton, if the leader's hand has not decided strength in at least two suits, and he holds two or three small trumps, the lead of the highest of two cards, as a supporting card and the chance of being able to ruff the third round, should be adopted, whatever the highest card may be. Some authorities make an exception when holding the king as the highest of two, and advise opening with another suit. I think it is more correct to make no exception, for the reason that, according to Dr. Pole's calculations, it is five to four in favour of the leader's partner holding ace and queen, or ace or queen of the suit lead. In any one of these three events, the lead of the king must help the leader's partner and probably enable him to give the leader a ruff on the third round, if considered to be of advantage. If the declaration has been made by the dealer, and Dummy holds ace and queen, practically it makes no difference whether the leader opens with his short suit of king and another, or opens with a long suit, he is certain to lose his king; therefore, the chance of Dummy holding ace and queen should be eliminated in calculation, and the five to four in favour of the lead of king, with

king and another, is increased as being a good original lead. With consistent play, and the chances in one's favour, winning in the long run is a mathematical certainty.

The lead from a weak suit has now become generally accepted as correct; the experience of good players has shown its value.

Long Suit Lead.

When the original leader is obliged to lead from a long suit, it is not wise to lead the fourth best, as at No Trumps, because the lead may confuse his partner as to whether it is from strength or from weakness. Since the highest of a short suit is the best lead, the leader ought to trust to his partner to infer whether the lead is from a long suit or a short one by the Eleven Rule. Against a sound suit declaration, unless the leader holds at least four trumps, he can hardly ever hope to bring in his long suit, and it is little use trying to establish it.

Avoid, if possible, leading from a suit headed by ace, queen, or by king, knave; holding two or three small trumps, the lead of the highest of three, unless, perhaps, headed by king, is a better lead than from a major or minor tenace with four. Avoid, also, leading from a suit with ace and three or four small cards, but if the suit has to be opened lead the ace always.

Short Suit versus Long Suit Lead.

As the original lead of a short suit, with a suit declared as trumps, instead of a long or strong suit is not considered sound play by some players, it may be well to compare the two systems.

Suppose the leader holds a strong, established suit, with four trumps, it would undoubtedly be good play to open with the strong suit, in the hope that the strong trump hand will be the one forced to trump, and the leader may eventually be able to bring in his long suit. Such a hand is not often held. With, however, only two or three trumps, it is little use trying to bring in the long suit, one of the other hands must be short in the suit and it is two to one that that hand will be held by the adversaries, possibly the adversary weakest in trumps. The trump strength is declared against the leader; his two or three trumps are valueless, except for ruffing; surely, therefore, it is sound to try for a ruff by leading a singleton or highest of two. I have already shown that the lead of an ace, or king, or of a queen with only another small card, is sound, because the odds are in favour of its being advantageous. Now suppose the highest of the two is the knave, ten or nine, the lead of any of these cards should tell the partner, by the cards he can see, that no higher card is held by the leader in that suit, that the leader has probably

two or three trumps only, therefore that there are eight or nine cards in the two unopened suits in the leader's hand; to save a game, this information may be most useful to the partner; it will also give to him the opportunity of finessing deeply, if he thinks it well. There is another advantage in the short suit lead, although it seldom occurs; suppose the short suit lead does not turn out a success, it will prevent the partner from leading that suit, should he obtain the lead after trumps have been exhausted.

Suppose the leader holds a suit with ace, king, and others, and a singleton or two-card suit, and two or three trumps; with such a hand, by opening with the king first and then leading his short suit, he has given his partner information which may be valuable, in the event of the partner holding high cards in the leader's short suit, and also strength in trumps, for then the partner may be able to lead trumps if Dummy's trumps are small. Still the cards are not always placed exactly as the leader might wish. In any event, the original lead of a king from an ace, king suit with others should convey information which the partner may find useful, whether he has strength in trumps or not; it also has the advantage of enabling the leader to see Dummy's hand without giving up command of the suit, which many players consider most important.

Suppose the leader holds two or three trumps and a plain suit headed by king and queen and others, and a singleton or a two-card suit. Some of the best authorities advise the lead of the king, as it must win or force the ace for the queen to win. Other equally good authorities advise waiting, on the chance that the adversaries hold the ace and will lead it, thereby leaving the leader with complete contro' of the suit; those who consider this latter advice sound should certainly lead a singleton or the highest of a two-card suit.

There is danger, of course, in opening a singleton or short suit of two, unless the leader holds the ace of trumps and one or two others, because it may be that the strength of the suit will lie with the adversaries, and unless the leaders can win a trick in trumps the dealer will draw trumps, establish the suit and win tricks which the leader might have won by opening a suit in which he held possible tricks. But it must be remembered that there is danger, unless very strong all round, in opening any hand, even with a hand containing a suit with ace, king and others, and opening with the king. On the other hand, the probable advantages of the short suit lead are so manifest that the majority of the best players regard it as sound play; especially when the choice lies between a suit with a tenace, or a suit with a single honour, or a short suit. The lead of

a singleton or the highest of a two-card suit frequently forces some one else to open the leader's single honour suit and is a distinct advantage for that reason alone. The lead of a singleton or the highest of two in a red suit against a black declaration is usually successful, as the declaration is a denial by the dealer of great strength in red suits, and is unlikely to become an established suit for the dealer. So, also, the lead of a singleton or two-card Diamond against a Heart declaration, or a Heart against a Diamond declaration, is usually successful for the same reasons.

PLAY OF THE SECOND-IN-HAND

"SECOND-IN-HAND plays low" is the general rule, though when playing before the exposed hand it is sometimes best to win the trick with a small or medium card, but a high card should never be played unless it is most important to get the lead, or a high card is singly guarded; it is better to allow the partner to win with a low or medium card, and to wait for the suit to be led again. Holding the ace, never play it before Dummy, even if Dummy holds king and knave, allow your partner to have the chance of winning with the queen, if he holds it.

Suppose the dealer leads a queen up to the exposed hand and Dummy holds the ace, the second hand, holding the king, should cover on the chance of his partner holding knave or ten guarded. If, however, at No Trumps, holding king and three small ones to Dummy's ace and two small ones, the king must be kept for the fourth round. When the dealer leads a knave up to ace, ten; and second hand has king or queen he should always cover. When the dealer leads up to ace, queen, ten in Dummy's hand, and the second hand holds king, knave, and another, the king and not either of the small ones should be played to the first trick.

What the second player has to consider, when the lead is from Dummy, is the probable effect on his partner's hand of covering. For instance, Dummy holding knave and two small ones of an untouched suit leads the knave and the second-hand player holds king and two small ones. Suppose the dealer holds ace, ten, to four of the suit, and your partner queen, nine, and another. If you cover the knave the dealer must win with the ace, and your partner then holds a fourchette over the ten. If, on the other hand, you pass, the dealer will probably allow the knave to be taken by your partner's queen and keep the fourchette over your king; therefore, you will make two tricks by covering and only one by passing. If the dealer holds ace, queen, ten, it obviously does not matter whether

you cover or not; if he holds ace, queen, etc., and your partner the ten, there is a gain of a trick by covering if the ten is twice guarded. If the dealer holds ace, ten, nine, etc., you will not lose anything unless your partner holds the queen single, or Dummy has no card of re-entry to again lead through you.

Suppose Dummy leads knave from knave, ten and another; and the dealer holds ace and three small ones, and your partner queen, nine and another as before; if you cover with the king, the dealer will win with the ace, and by leading through your partner's queen, must make the ten on second or third round. If, on the other hand, you pass the first trick your partner will win with the queen, and no matter from which side the lead next comes you are bound to win a second trick in the suit. If the dealer holds ace, nine, etc., you will gain a trick by not covering, if your partner holds the queen single or if Dummy has no card of re-entry and cannot lead through you again; therefore, there is everything to gain and nothing to lose by not covering the first trick.

There are many cases analogous to these, and the principle to be deduced is that it is usually right to cover an honour led from the exposed hand unless it is supported by another honour in sequence with it; in the latter case a small card should be played. A good deal depends upon the

player's length in suit and the probable number of cards that his partner holds, of course a singly guarded honour must always be played.

PLAY OF THE DEALER

THE first essential to success in the play of the combined hands by the dealer is to consider where the greatest strength or possibilities of the hands appear, and what danger he is exposed to; and to make up his mind how he intends to attack, and, unless the cards are shown to be exceptionally placed, to continue the original plan of attack. With twenty-seven cards in sight, and drawing an inference from the original lead where the unseen cards are placed, there should be no great difficulty in forming a plan.

One, two, or three finesses may have to be taken, and when weak in both hands in one suit, the finesse should be taken in the hand to which, if the finesse fails, least danger may accrue. For instance, suppose the dealer has declared No Trumps on ace, ten, eight of Hearts; king and one small Diamond; king, knave, eight, and four of Clubs; ace, ten, eight and four of Spades; and finds in Dummy knave of Hearts, four small Diamonds; ace, ten and two small Clubs; king, knave, and three small

Spades. The leader opens with a small Heart, Dummy's knave is covered by the queen, dealer wins with the ace; the dealer must play so that the finesse in Clubs and Spades be taken in his hand so that if the finesse fails, and Diamonds or Hearts are led, the lead will be up to his guarded king of Diamonds or his guarded ten of Hearts, and not through his king of Diamonds or through his ten of Hearts.

Frequently at No Trumps the dealer, to establish a suit, is obliged to allow his adversaries to make one or two tricks in a long suit held by one of his hands which has no card of re-entry. When the dealer sees he must lose, or is likely to lose, one or two tricks in a suit, he should always allow the adversaries to win the first, or two first tricks, as may be necessary. For instance, dealer holding six of a suit headed by ace, king, queen, and no card of re-entry, and finding in Dummy two small cards of his long suit with cards of re-entry in the other suits, the safest play is to allow the adversaries to win the first trick, for unless one of the adversaries holds five of his suit the dealer must thus make five tricks by his long suit of six. Or suppose, to take a hand from actual play, the dealer to pass holding ten and two of Hearts; six, five, four of Diamonds; six, five of Clubs; and ace, nine, five, four, three, two of Spades, and Dummy to declare No Trumps holding ace,

queen, etc., of three suits and three small Spades, and the eight of Hearts to be led as the original lead. The dealer wins the first trick with the ten, and leads a small Spade, which is taken by fourth-in-hand with king single, and he has to lead up to a major tenace in Dummy in each suit, so returns the original lead, Hearts; Dummy then leads a Spade which the dealer again refuses to take; whatever the original leader then leads Dummy wins and leads his last Spade, the dealer plays the ace and by waiting for the third round makes four tricks in Spades and the game safe.

Another instance of retaining, or rather trying to retain, the master-card, which is of importance, is often not noticed. The dealer holds queen and two small cards of the original leader's suit and Dummy shows ace, knave only, the dealer must win two tricks whichever way he plays; if he plays the knave to the first trick and the suit is led again twice, the original leader will win the third round with his king and bring in his small cards; if, however, the dealer plays the ace from Dummy to the first trick, it is quite possible, by several combinations, that the king may have to be played to the second trick, leaving the dealer with the master-card for the third round and probably blocking the suit, so the dealer cannot lose and may win by playing the ace to the first round.

If the dealer holds ace, queen, knave and five other cards of a suit distributed in his two hands, a frequent occurrence, and does not hold king, ten or nine, the adversaries will probably win one trick in the suit unless the three honours are in one hand and can be twice led up to, or the adversaries can be induced to lead up to it. If the suit must be opened, the best play is to lead the ace and then a small one, or to lead a small card up to the hand containing one honour, in the hope that the king may be played second-in-hand in either case.

Though it is often necessary to hold up the master-card of the adversary's original lead for two or three rounds, that is until the leader's partner has no more, it frequently happens that the dealer has no protection in either hand in one suit and can see that if the adversaries are allowed to win the first suit opened, and then happen to lead the suit in which he has no protection, the game may be lost; he should win the first trick and play sufficient winning cards to save the game at once, if the score will permit him; that is, if the score is love-all or the dealer is one game to the good. But if the adversaries are a game to the good and eighteen or over on the second game, the dealer must try to win the game even at a heavy risk. For instance, the dealer declares No Trumps on three four-card suits headed by ace, and a

singleton; Dummy shows three four-card suits and a singleton, two of the suits headed by king, knave, ten; and the third without an honour. If the cards are favourably placed the dealer can easily win nine tricks, but if the adversaries have won one game he should at once save the game by playing his aces and kings, rather than try to win the game.

Generally, also, it is useless to hold up command of the adversaries' original suit, when the dealer has game in sight; or when the dealer can win two tricks in the suit.

THE ECHO

At No Trumps when your partner leads a king or a queen as an original lead, and you hold four of the suit, it is usual to tell him by playing an unnecessary high card and then a lower one; if holding two or three in sequence, play the highest cards first, commencing with the second best. As a discard, when you are certain you can discard two cards, and do not wish to throw away a winning card from your strong suit, throw a high card then a lower one of another suit, this is an intimation to your partner not to lead the suit discarded from.

With a suit declaration, holding two cards only, or queen and two small ones, when your partner has opened a suit with the king and ace, the echo means that the third round can be won either by ruffing or by the queen, if the suit is evenly divided. Some authorities consider that the echo with a suit declaration should bear the same meaning as at No Trumps, "Go on with the suit"; in other words, that third-in-hand says, "I can ruff the third round, or, holding the queen, I consider it advisable for my hand that the dealer be forced if possible." I think the latter interpretation the better one. There is considerable difference between ruffing and forcing. Do not, however, commence to echo with a knave or ten, as you may confuse your partner; suppose you hold knave and a small one, if you play the knave the first round your partner will infer that you hold either the queen or none, and may probably lead a small card to the second round to enable you to win the second trick. There is the same danger in playing the ten with ten and another, in the event of your partner holding ace, king, knave and another.

THE DISCARD

THIS is a question on which many expert writers have given their opinion, and they do not all agree. In Canada, as in other countries, many players make their first discard from strength, that is by one discard they show the suit they wish to be led to them; other players prefer to make their first discard from their weakest suit first, and second discard from their second weakest suit, thus showing that the third suit is the one in which there is most strength in their hand. When it is not advisable to discard from a weak suit and the hand contains a long suit headed by a sequence, strength may be shown by discarding the highest of the sequence.

There is much to be said in favour of both systems. To a beginner I should advise discarding from the weak suits, and let him rely on his own acumen as to what card it is best to throw away, rather than to depend on discard from strength, which is more or less a convention. All conventions tend to minimize the finer points of play.

At No Trumps I do not like discarding from strength, still it is best, perhaps, to follow the rule of the room, whatever the rule may be. Many

good players place little importance on the discard assuming that if their adversaries are good players a discard has been made, very possibly, with the intention to deceive; or, if their adversaries are weak players, that, probably, they have made a mistake. Just as it is a fatal mistake to play entirely for one's own hand, so it is at times equally fatal to play entirely for one's partner's hand; a combination of the two hands is the object to strive for.

INFERENCES

EVERY one who aspires to become a good Bridge player should make a point of trying to ascertain the story each card tells; the two's and three's have their tale as well as the aces and kings; and he should try to place the cards towards the end of each hand. A beginner should try to place one or two cards at first, and see how near he can get to a correct diagnosis. The faculty of placing cards is one which will be found to improve to quite a surprising extent with constant practice. When he has succeeded in placing one or two correctly, let him essay a still higher flight; and when he one day succeeds, as he will do, in placing every card correctly after, say, eight tricks have been

played, he can flatter himself that he is within measurable distance of being a really first-class Bridge player.

There are people who *will* play a game of their own, who will not learn the recognized leads of expert players, who will not attempt to gather what the tale of a two or a three is, or what inference there is in the play of any card, who use the word "unlucky" to cover a multitude of blunders in which luck has no part. In nine cases out of ten it is not want of *luck* but want of *observation*, with a total lack of the power of drawing inferences. To tell such a one that in a No Trump game, when he holds king and two others of a suit of which Dummy has the queen, knave, ten to five or six, and the dealer does not touch that suit, that the ace of it is marked to an absolute certainty in his partner's hand, is to talk to him in a language he does not understand, yet this is the most simple of all inferences. On the other hand, a player by drawing inferences at the time, and remembering them, and acting on them, appears at times to have an intuitive knowledge of how the cards are placed. There is really no intuition about it at all. It is simply close reasoning coupled with a careful observation of the fall of the cards.

The most certain of all inferences at Bridge is that, when the dealer, after passing the declara-

tion, produces two aces from his own hand, he cannot have a third, and that, therefore, the missing ace or aces are marked to an absolute certainty in one's partner's hand. When the dealer has made an original Heart or Diamond declaration, the inference that he does not hold three aces is still there, but is not quite so reliable.

Nowadays no player would dream of passing the declaration with three aces, however weak the rest of his hand might be, therefore there is this certainty to begin basing your inferences upon, that when the dealer has passed the declaration to his partner, he cannot possibly hold three aces. Primed with this information, and when there is only one ace to be seen in your own hand, or in Dummy, it at once becomes a certainty that your partner must have at least one of the remaining three, and very probably more than one. When no ace is visible to you, it becomes an equal certainty that your partner has at least two, and the knowledge that your partner can win two tricks ought to be useful. Another simple inference at No Trumps is: the eldest hand opens with the two of Hearts, the Dummy puts down only two Clubs, and the third hand has only two. He, the third player, can at once place the dealer with at least five Clubs, as there are nine not accounted for and the original leader, having opened a four-card suit, cannot hold five Clubs.

therefore a long Club suit is obviously the foundation of the No Trump call.

When the dealer at the score of love, passes the declaration, he announces to everybody who will heed, that he does not hold, in his own hand, either the nucleus of a No Trump hand or sufficient strength to declare either Hearts or Diamonds. When the dealer at the score of 16 passes, it must be plain that he does not hold much strength in Hearts, though he may have some protection. When the dealer at the score of 18 passes, it is also plain that he cannot hold pronounced strength in Diamonds; a somewhat light declaration of Diamonds, which would be a very bad one at the score of love, becomes a good one with the dealer's score at 18 or over. When the dealer passes the declaration at 24, not only does he tell you that he has not an attacking hand on any valuable declaration, but that he cannot see his way to two or three cards in Clubs, or to three in Spades with the assistance of an average hand from his partner. The fear of being doubled, if he makes at all a doubtful declaration, may make him a little cautious, but it is a fair inference that if a sound player can see an ordinary chance of winning the game on any declaration, red or black, he will take the chance, regardless of the consequences.

You must credit your opponent with some modi-

cum of ordinary intelligence, and when he does not adopt the obvious course to win the game, it is quite safe to conclude that he has not got the requisite cards. Suppose the dealer has not declared Hearts, and neither you nor the Dummy holds an honour in Hearts, is it not an absolute certainty that your partner must have at least two or three honours, as the dealer would certainly have declared Hearts with four honours in his hand? Occasionally the dealer may lay a trap, but you can depend upon it, that if he can see a chance of winning the game by plain straightforward methods he will do so, and when he does not adopt those plain methods that he has not the requisite cards. Suppose that Dummy holds the queen and four small Clubs, if the dealer does not touch that suit it is quite certain that he has not both ace and king, and very probably has neither of them.

At love-all no sane person would make an original Club declaration because he had a bad hand, but the Club declaration is occasionally made, by good players, when they have a practical certainty of the odd trick or more, with a good honour score, and they elect to take that small certainty in preference to speculating on larger but doubtful possibilities by passing to their partner. The original Club declaration should only be read as great strength in the Club suit,

and no other card of entry. Make a special note of that—no other card of entry—otherwise the dealer would not have declared Clubs, he would have declared No Trumps, if his Club suit were established; if not, he would have left it to his partner. The inference is clear and well defined. The dealer has great strength in Clubs, but he is practically powerless in the other three suits.

These inferences could be multiplied indefinitely; any one can do so. What I should like to impress upon beginners is to make use of these and similar simple inferences. One way to make use of them is to ask yourself how the dealer would be likely to play the hand if he held certain named cards, and when he does not play as you imagine he would do, if he had them, to make up your mind that he has not got those named cards.

If the dealer discards one or two small cards from a long, unestablished suit in Dummy, it shows plainly that he has no hope of establishing or bringing in that suit. If he discards from an established suit in Dummy in preference to unguarding a high card in another suit, he is very weak himself in the other suit or he requires that high card in order to bring in the established suit. If he discards from a four card suit in Dummy he probably has four of the same suit in his own hand. If he retains two small, worthless cards in Dummy's hand which he could well have discarded,

it should show that he wants to lead from that suit twice up to his own hand for the purpose of finessing. When a suit has been declared by the dealer and Dummy puts down four or more trumps and no strength in the other suits, a fair inference is that the dealer is not strong either or he would have declared No Trumps; therefore, if you get the lead throw all the strength you have in your hand at your partner, he must be strong in some of the other suits. The knowledge of what an opponent has not got will help enormously in estimating what he has got, and what your partner has. It is much preferable to have as a partner one who draws wrong inferences to one who does not draw any. There is some hope for the former, none for the latter. The faculty of drawing correct inferences is one which develops very quickly with practice, and even if sometimes wrong at first, every inference drawn, right or wrong, will make the next one easier, until you will be quite surprised to find how much information each card gives and how easy it is to read between the lines.

AUCTION BRIDGE

At the present time, any treatise on Bridge, however short, should take some notice of Auction Bridge, which, in its various forms of scoring, has become popular in some clubs and coteries of Bridge players.

The rules and method of scoring I present are those generally followed in Canada, England, and the United States.

As in all Bridge topics, where difference of opinion may exist, there is great divergence on the question whether Auction Bridge is an improvement on ordinary Bridge. The players of Auction consider, and rightly, that it is a game of more variety and more amusement; they scoff at any suggestion that it is not so scientific; and point out that the manifest advantage the dealer has at ordinary Bridge disappears at Auction. That whenever a player holds a really good hand he has an opportunity of bidding it up to its full value, whoever has dealt. Also, that although fifteen hundred or two thousand points are frequently lost in one rubber, by reducing the value of the points played for at ordinary Bridge by one half or more, it is removed from the category of gambling games.

Many Bridge players who have tried Auction have given up playing it, claiming that it is a game for moderate players only, and in this I find the best authorities concur. They also contend that a skilful player at ordinary Bridge will have to divest himself of his preconceived ideas of declaring and harden himself against very heavy losses on good hands when his adversaries happen to have only slightly better ones; or, when a reckless player, as a partner, has quite spoilt his chances of declaring and making the most of a sound declaration, that frequently it will pay a player better, in points, to try to lose when he may have nearly a certainty of winning the rubber; and this they consider is descending from the pleasure of playing with skill and luck, to mere gambling for points; also that it is a common occurrence for the winners of a rubber to lose heavily in points. That the advantage of having worked the score up to twenty or over is quite lost at Auction Bridge, and therefore sound judgment or skill in making a declaration is of no avail at that score. That when the contract is fulfilled and the game cannot be won, it frequently happens that it does not matter whether an extra trick is made, and that this fact is an excuse for careless play.

The declaration is the main thing to study at Auction Bridge. When the dealer has a very good hand it was usually considered the best play not

to at once declare the full value of the hand, but to declare one trick in a suit of moderate strength, say with king and queen, so as to give his partner some inkling of his hand; and to try to gain information from the declarations of the other players, and when his turn to declare again reached him to overcall or double his opponents. But the general opinion now is that it is best for the first hand, having a fair all round share of the aces, kings and queens, an average hand, to go "one No Trump" as a first bid. The advantage of this is that it at once puts upon the adversary the burden of bidding two tricks in a red suit or three in Clubs. Whereas, if the first player commences with a black suit he, in order to get the advantage of playing a fair hand, may have to bid "two No Trump" with the chance of a long black suit and a double against him. Of course if he has no real strength (and by this is meant the top cards of a suit and not numerical strength), except in black suits, he must in fairness to his partner bid Spades or Clubs. If he has great strength in Spades—six to the ace, king, queen,—but nothing else, he should bid two, and, if he is not afraid of a rash partner, he might bid three Spades. This is a direct intimation to your partner that if he has a fair No Trump hand he can trust you for an absolute Spade suit. It also provides him with a weapon to stay the reckless

No Trump opponent whom your partner can double if he has defence in the other suits. With a bad hand declare "one Spade"; it tells your partner that he cannot trust you for anything, not even the Spades.

In the same way a call of "one Club" should not be made unless with the ace, or king and queen; and a bid of "two Clubs," even with six to a queen or knave, is very misleading. It may only lead to deceiving your partner into relying on you for a trick in that suit on a No Trump call.

In fact this may be said of all suits with numerical strength only. When it is realized that ability to fulfil the contract often depends on one trick, it will be seen how important it is not to mislead your partner. A call of "two Clubs" can only be justified with the ace and king, ace, queen and knave, or king, queen, knave plus a certain card of entry.

If the dealer holds ace, king, and two small ones in a red suit, and also in a black suit, and nothing in the other two suits, his best call is one trick in the black suit, as, when his turn again comes to declare, he has the chance of declaring the red suit.

With a hand containing only one strong red suit, ace, king to six, or king, queen, knave to seven, it is well to declare two tricks in that suit at once. With Hearts this shuts out anything but a call of "four Clubs," which is a dangerous

bid, or "two No Trump." With ace, king, and only two small ones of a suit, one trick should be declared as information to your partner.

To give anything more than general rules for the declaration is very difficult owing to the numberless combinations, and from the fact that no two hands are exactly the same; also from the difficulty of finding a partner who is at one with you as to the call to be made on a hand. Good players differ so very widely in their methods of declaring that it is impossible to say that any declaration is right or wrong. A beginner can only learn by practice, and if, after playing for a short time, he finds he is steadily losing he must change his methods. No doubt, if he will ask the advice of a player whose opinion he values as to the method to be adopted, his game may be improved by the advice given; still, experience is the best school, though sometimes expensive.

Declaration. 2nd Bidder.

The declaration by the dealer must guide the second player. If the dealer has declared "one Spade" his hand is neither an average one or one with great strength in any one suit; therefore, holding something over an average hand, the second player should declare "one No Trump," knowing that one adversary is not very strong. If second player holds considerable strength in

Spades, ace, king to five, or even four; or king, queen, knave to five, he should double the declarer's "one Spade," to inform his partner that he holds at least two tricks in Spades; he should not overbid by a call of "two Spades."

Should, however, the dealer have declared "one No Trump" the second player with a strong red suit ought to declare two of that suit; not only to inform his partner, but to prevent the first bidder getting his call too cheaply. Again, if the second bidder has two major tenace suits and some defence in the other suits; or one long, established suit, with another ace, it would be good play to declare "two No Trumps." It is often easier to do this, and safer than doubling the first bidder. But in this you must be guided by your knowledge as to whether the dealer is a cautious or forward bidder. Particularly is this a good call during the first game, because, if you have a reasonable chance of winning the first game, it is always well to try to do so. You can then afford to devote more attention to building up your honour score.

In the event of the second bidder in the third game of a rubber having a large score above the line, and holding a No Trump hand above the average, or a very strong red suit, he should, without doubt, declare No Trumps or the red suit. Or, holding one long, established suit, and

nothing else, it is good play to call two tricks in that suit to help his partner, although many players consider it is best to do so when his turn again reaches him.

If the declaration by the dealer has been "two Spades" or "two Clubs," it probably means considerable strength in the suit named; the second bidder should then call two tricks in Hearts or Diamonds, if his hand justifies such a declaration, and the information may be very useful to his partner.

Declaration. 3rd Bidder.

When the dealer declares "one Spade" or "one Club," the third player should be very careful. If he has only a moderate hand, or a bad one, holding few court cards of any suit, many good players adopt defence, and allow the "one Spade" to pass, preferring to take the loss of one hundred points,—to which the rules now limit the loss of tricks on one Spade,—rather than run the risk that the dealer has declared "one Spade" on a strong No Trump hand, which occasionally happens—it should not. When the dealer declares "two Spades" or "two Clubs," it is a distinct intimation to his partner to declare "No Trumps" if he can possibly do so.

When the dealer has declared "one No Trump," as a rule the third player should pass it; if, how-

ever, he holds a very strong red suit, it frequently pays better to call two of his red suit; the dealer can overcall his partner, if he wishes, by making his original "one No Trump" into "two No Trump."

Declaration. 4th Bidder.

The fourth bidder can take a calm view of the situation. He can leave the contending players to fight it out, or he can back his partner if he has been overcalled, or, if he sees destruction in his partner's call, he can attempt a rescue by changing the method of attack, and calling a third stronger suit bid or No Trumps. Unless the first declaration has been a strong one he often occupies an enviable position, because he can bid with the benefit of the knowledge given by the calls made by the other players. He also has the first opportunity of doubling when the third player has recklessly overbid his partner's suit call, having been tempted to do so by a No Trump bid by the second player.

Overbidding.

This common fault in the inexperienced or impulsive players cannot be too strongly warned against. The possibility of making four odd tricks in a trump suit, simply because you and your partner have practically all the trumps, is always remote, unless you also hold certain tricks

in the other suits. If you can do so, it is generally because you have an absolute No Trump hand, less one suit, and if the bidder on the rival suit has gone to three tricks and you have a real No Trump hand, less his suit, it will nearly always pay better to double than to bid four. You may get two, three, or four hundred and put your score to the point where you care not whether you win or lose the rubber, as you will, in any event, win in points.

Again, many a strong red suit which would result in game and rubber is lost by a partner changing the declaration to No Trumps, simply because he has one trick in his adversary's suit. Recollect that opponents have the lead, and may, and probably will, destroy your defence before you have established your suits. Daring, combined with caution, will always be the guiding rule with the good player; overbidding for the mere fun of it is a sure way of ruining an otherwise promising score. Overbidding simply to keep the flag flying, that is, to prevent the adversaries winning a game, no matter what they may win above the line, has been found by experience to be a very expensive form of amusement. Declare to the full value of your hand but never above it, except, perhaps, when the opponents have made a declaration which will win the rubber, if they win the odd trick.

The Play.

Little can be added to what applies to the play of any Bridge hand. The original leader, of course, may have a guide to his opening from his partner's declaration, or from his partner having doubled; or, if a call of "one No Trump" has not been overcalled by a red suit, or a Diamond by a Heart, the inference is fairly clear where strength in the red suits lies. If your partner's call of "two Hearts" or "two Diamonds" has been overbid by "two No Trumps" and you have another strong suit, it will be best to open your own suit. Unless you hold high cards in your partner's suit you may be sure, as a rule, it is hopelessly beaten. On the other hand, if you have not a strong suit in your own hand, play for your partner's suit. You may help him, and, at the same time, avoid helping to establish your opponents' suits. The importance of saving the game cannot be over-estimated. Recollect that having done this, you have just as good a chance to win on the next hand as your adversaries, even if they do reach twenty-eight, the next deal may lead to victory. The fear of twenty-four or twenty-eight and the deal against you has no place at Auction Bridge, and the game is never lost till won.

Fulfil your contract before trying to win the game. Do not finesse, even to win the game, if an unsuccessful finesse means failure to fulfil your contract.

THE LAWS OF AUCTION BRIDGE

WHICH ARE DIFFERENT TO THE LAWS OF ORDINARY BRIDGE.
FRAMED BY A JOINT COMMITTEE OF THE
PORTLAND AND BATH CLUBS

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Scoring.

A game consists of thirty points obtained by tricks alone, when the declarer fulfils his contract, which are scored below the line, exclusive of any points counted for honours, Chicane, Slam, or Under-tricks, which are scored above the line.

The Rubber points are 250.

When the player of the two hands (hereafter termed the declarer) wins the number of tricks which were declared, or a greater number, he scores below the line the full value of the tricks won. When he fails his adversaries score, above the line, fifty points for each under-trick, i. e., each trick short of the number declared; or, if the declaration was doubled or re-doubled, one hundred or two hundred points, respectively, for each such trick. Neither the declarer nor the adversaries score anything below the line for that hand.

The loss on the declaration of "one Spade" shall be limited to one hundred points in respect of tricks, whether doubled or not.

When a player, whose declaration has been doubled, has fulfilled his contract by winning the declared number of tricks, he scores a bonus of fifty points above the line and a further fifty points for every additional trick which he may make. If he or his partner have re-doubled, the bonus is doubled.

Declaring Trumps.

The dealer must declare to win at least one odd trick, either with a trump suit, or at No Trumps.

After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass the previous declaration, or to double or re-double, or to overcall the previous declaration by making a call of higher value. A call of a greater number of tricks in a suit of lower value, which equals the previous call in value of points, shall be considered a call of higher value; e. g., a call of two tricks in Spades overcalls one trick in Clubs—or "two Diamonds" overcalls "one No Trump."

A player may overbid the previous call any number of times, and may also overbid his partner.

The play of the two combined hands shall rest with the partners who made the final call. When

two partners have both made calls in the same suit, the one who made the first such call shall play the hand, his partner becoming Dummy.

If a player makes a trump declaration out of turn, the adversary on his left may demand a new deal, or may allow the declaration so made to stand, when the bidding shall continue as if the declaration had been in order.

If a player in bidding, fails to call a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the call which he has made, and his partner shall be debarred from making any further declaration, unless either of his adversaries overcall, or double. After the final declaration has been accepted, a player is not entitled to give his partner any information as to a previous call, whether made by himself or by either adversary; but a player is entitled to enquire, at any time during the play of the hand, what was the value of the final declaration.

Doubling and Re-Doubling.

Doubling and re-doubling affect the score only, and not the value of declaring; e. g., "two Diamonds" will still overcall "one No Trump" although the No Trump declaration has been doubled. Any declaration can be doubled, and re-doubled once, but not more. A player cannot

double his partner's call, or re-double his partner's double, but he may re-double a call of his partner's which has been doubled by an adversary.

The act of doubling re-opens the bidding. When a declaration has been doubled, any player, including the declarer or his partner, can in his proper turn make a further declaration of higher value.

If a player doubles out of turn, the adversary on his left may demand a new deal.

When all the players have expressed themselves satisfied, the play shall begin, and the player on the left of the declarer shall lead.

A declaration once made cannot be altered, unless it has been overcalled or doubled.

Dummy.

As soon as a card is led, whether in or out of turn, the declarer's partner shall place his cards face upwards on the table and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the declarer, unassisted by his partner.

Exposed Cards.

If, after the cards have been dealt and before the trump declaration has been finally determined, any player exposes a card from his hand, the adversary on his left may demand a new deal.

If the deal is allowed to stand, the exposed card may be picked up and cannot be called.

If, after the final declaration has been accepted, and before a card is led, the partner of the player who has to lead to the first trick, exposes a card from his hand, the declarer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

The Revoke.

The penalty for each revoke shall be:—

(a) When the declarer revokes his adversaries add one hundred and fifty points to their score above the line (this penalty is not affected by a double) in addition to any liability which the revoking player may have incurred for failure to fulfil his contract.

(b) When either of the adversaries revoke, the declarer may add one hundred and fifty points to his score above the line (this penalty is not affected by a double) or may take three tricks from his opponents and add them to his own. Such tricks, taken as penalty, may assist the declarer to fulfil his contract, but they shall not entitle him to score any bonus above the line, in the case of the declaration having been doubled or re-doubled.

Under no circumstances can a side score anything, either above or below the line, except for honours or Chicane, on a hand in which one of them has revoked.

THREE-HANDED AUCTION BRIDGE

THE Laws are the same as those of Auction Bridge, except as varied by the following:—

1. The game is played by three players, all against all; the table being complete with four players.

2. The player who cuts the lowest card has the first deal; the player cutting the next lowest card sits on the dealer's left, and the remaining player on the dealer's right. The cards are dealt as at Auction Bridge, but the cards dealt to Dummy are not taken up until after the final declaration has been made. If, whilst dealing, a card be exposed, there must be a new deal.

3. The dealer makes his declaration, and the bidding continues as at Auction Bridge, except that the players sitting opposite each other are not partners, and their declarations are on their own account. There shall be no new deal on account of a player making a declaration out of turn, but the player so offending shall forfeit fifty points to each of the players, the right to declare remaining with the player whose turn it was to make a declaration. The player making the final declaration (i. e., the declaration that has been

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passed by the other two players) plays his own hand and that of Dummy against the other two players, who then, and for that particular hand, become partners. If one of the players happens to be sitting opposite the declarer, he must move into the vacant seat at the table, thereby facing the player who becomes his partner for that hand.

4. If, after the deal has been completed, and before a card is lead, any player expose a card from his hand, he shall forfeit one hundred points to each of the other players; and the declarer—if he be not the offender—may call upon the eldest hand not to lead from the suit of the exposed card. If he does not exercise this right, the card must be left on the table as an exposed card. If the card be exposed by the declarer, after the final declaration has been made, there is no penalty.

5. If a player double out of turn, he forfeits one hundred points to each of his adversaries; the player whose declaration has been so doubled shall have the right to say whether or not the double shall stand. The bidding is then resumed; but if the double has been disallowed, the said declaration cannot be doubled by the player on the right of the offender.

6. The rubber consists of four games; but when two games have been won by the same player, the other, or others, are not played.

7. When the declarer makes good his declara-

tion, he scores as at Auction Bridge; when he fails to do so, he loses to each of his adversaries.

8. The scoring is the same as at Auction Bridge, except with regard to honours, which are scored by each player severally; i. e., each player who has one honour in Spades scores two; each player having two honours in Spades scores four; a player holding three honours in Spades scores six; a player holding four honours in Spades scores sixteen; and a player holding five honours in Spades scores twenty; and similarly for the other suits. In a No Trump declaration, aces count ten each; and if all four be held by one player, one hundred.

9. One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further two hundred and fifty points to his score.

10. At the conclusion of the rubber, the total scores obtained by each player are added up separately, and each player wins from, or loses to, each other player the difference between his score and that of the said other player.

By the Etiquette of Auction Bridge it is unfair to make an impossible declaration, or one insufficient to overbid the previous one.

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